# Digimon: Digital Adventures

Version 1.4

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# 1.0 - Chapter One: Introduction

**First and foremost, welcome to the Digimon: Digital Adventures!**

This is a Tabletop Roleplaying System played with three to five players (or more specifically, one game master and five players), based on the Digimon: Digital Monster Franchise.

For those of you who are already acquainted with the franchise, that's great! Even if you already know the ins and outs of Digimon, it doesn't hurt to give this introduction a quick glance. If you aren't familiar with Digimon, then be sure to read this section through to get an idea of what Digimon is, or what a tabletop game is like, just to be safe.

Digimon at its core, is a monster-raising franchise where your Digimon partner essentially grows and changes with you, as a person. Their evolutions are accessed on the basis of necessity or through character development, as they grow and change in line with how you develop as a person.

The Digimon are incredibly powerful creatures composed of, as their names suggest, data. They are Digital Entities that hail from a place called the "Digital World". In most settings of Digimon, Digimon are partnered with humans. Humans and Digimon are typically separated and only come to meet by either one party crossing over the dimensional boundary.

**How humans and Digimon come to meet vary depending on the setting and campaign, but the bottom line is that DDA at its core is a narratively heavy roleplay setting.**

Digimon stories tend to showcase the coming of age genre, and everything that entails with that-- whether you're facing your fears, maturing into a better person, or making friends-- Digimon can cover the gamut of stories, only limited by your imagination and willingness to venture into the unknown.

As for the tabletop portion of things, DDA is an attempt to balance rules with roleplaying in order to create a fun and enjoyable experience for multiple parties.

The two parties in this case are the GM (Game Master) and Players.

- The GM is responsible for the general setting in which the players take part of.

- Players in DDA are tasked with playing two major characters-- The Human, and the Digimon of their partner duo.

**When playing DDA, you play two characters-- the Human, and the Digimon partner.** Both characters are created with a pool of points which they can spend to improve their stats, and in the case of the Digimon, purchase special capabilities that will aid them in their adventure.

Human characters, typically are frail in comparison to Digimon; the average human child that isn't prepared for a fight against a Digimon would likely struggle against a Rookie. However, human characters typically excel in making skill rolls, which will often be a point of narrative focus for your campaigns.

This doesn't necessarily mean that a human would be incapable of joining the fray with their Digimon, but it might not be for everyone, and it might not suit the campaign (be sure to communicate with your GM as to whether that is, or is not the case).

Digimon characters tend to be adept in combat and minor in the field of utility. After all, they're the first and last line of defense to protect their human partners from the strange world that they've found themselves in.

To that point, Digimon are right at home in the heart of combat. Digimon don't necessarily have to be huge, lumbering brutes; there are many types of Digimon that go about fighting in different ways.

Whether striking from the shadows, creating barriers to protect their allies, or weakening their foes with ailments such as poison or paralysis-- even the alternative of having a Digimon that isn't an inherent fighter is an option, as there are those who prefer to find peaceful solutions to their problems.

Digimon and humans can have a plethora of dynamics, so be sure to take that into consideration when choosing and building your character's partner Digimon, as most DDA games require that you play both characters.

# 2.0 - Chapter Two: Human Creation

Humans! Also known as one half of your dynamic duo, in the making. **At creation, have a pool of points to spend improving their Stats on a 1-for-1 basis, known as Creation Points (CP).**

The amount of CP you have, and the amount of CP you can spend in a category (Attributes or Skills), varies depending on the character's Age, or the  Campaign Level.

The Age Ranges given on the table below are simply guidelines, so that GM's may allow a wider variety of Age Ranges, while not having to worry about each Campaign Level (Standard, Enhanced, and Extreme), potentially being better than another in the game.

In addition; each Campaign Level has a Cap on how many Creation Points they can spend on a single Attribute or Skill, as well as a Final Cap; a hard Cap which the character cannot go above, even after spending additional Experience to increase their Stats.

Just be sure to ask your GM what the Age Range they want for their game to be, as most GMs will as their players operate on a designated pool.

See the table below for the values of character creation.

| **Campaign Level** | *Standard* | *Enhanced* | *Extreme* |
|---|---|---|---|
| **Age Range** | 8 - 13 | 12 - 20 | 16+ |
| **Starting CP** | 30 | 40 | 50 |
| **Starting Cap** | 3 | 5 | 7 |
| **Final Cap** | 5 | 7 | 10 |
| **Area Cap*** | 20 | 20 | 25 |

**In short, for Human Creation:**

- A character can only have ONE Attribute and ONE Skill at their Starting Cap at creation.
- All their other Attributes and Skills must be at least one point below maximum.
- **Additionally, if your character has a 0 in any skill, this is counted against them as they are considered to be bad at the skill in question.** For that reason, they are counted with a -1 mod with rolling a skill check, so be sure to keep that in mind!
- Players can also spend their CP on Torments, detailed in Section 2.05.

To give a quick example, your Standard character puts 3 points into Body, their other Attributes must be 2 or lower.

The same goes for Skills: if a Standard character has 3 points in Fight, their other Skills must be at 2 or below.

*As a note to the GMs, it is wholly possible to consider a different creation point split that deviates from the above table.

While under no circumstance should you allow your players to have multiple capped attributes at the start of the game, if you desire a wider variety between your players' attributes and skills as to have them be skewed in some areas, the recommended splits are:

- **12 CP for Attributes and 18 CP in Skills for Standard**
- **18 CP in Attributes and 22 in Skill for Enhanced**
- **22 CP in Attributes to 28 in Skills for Extreme**

Creation points can be removed from either pool if the player desires to spend points on their torments instead. With DDA, a little tweaking here and there goes a long way! For more GM advice on this, see Section 6.02a (Recommended Start)

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# 2.01 - Attributes and Skills

## Agility

A measure of the human's manual dexterity and general reflexes. Agility covers throwing things, jumping out of the way of monsters or moving objects, and your overall coordination.

**Agility Skills:**

- **Dodge**: A defensive skill. Used when the tamer needs to avoid being hit.
- **Fight**: An offensive skill. Used when the human is trying to hit something.
- **Stealth**: Used when the character has to hide or avoid detection.

## Body

The sum of the tamer's strength and constitution. Body is often used with skills that govern your endurance and physical power. Body is essentially how good of physical shape the tamer is in.

**Body Skills:**

- **Athletics**: Used for acts like climbing, jumping, and swimming.
- **Endurance**: Used when testing the character's ability to go without, usually without food, water, or shelter for an extended period, or other physical stresses.
- **Feats of Strength**: Used for lifting, pulling, pushing, and so on.

## Charisma

Charisma is a character's force of will and persuasiveness. Charismatic characters will be more likable, or just know what makes people tick.

**Charisma Skills**:

- **Manipulate**: Used to manipulate other characters via lying, misdirection, or intimidation.
- **Perform**: Used for singing, dancing, using a musical instrument, drawing, etc.
- **Persuasion**: A gauge of how convincing the character is.

## Intelligence

Plainly put; how smart the character is, or how knowledgeable they are. A well-read, bookworm type of character, or one who sports an extensive amount of technical knowledge, will get a lot of use out of Intelligence.

**Intelligence Skills**:

- **Computer**: Used for skill checks directly involving computers and other associated bits of technology.
- **Survival**: How good a character is at making it on their own. Cooking included.
- **Knowledge**: A general skill used for book smarts, and their ability to memorize.

### Willpower

And lastly, Willpower is the human character's overall sense of self, and their focus; characters with a high Willpower will not back down unless they decide for themselves. Willpower is also linked to how well the character is able to perceive the world.

**Willpower Skills**:

- **Perception**: The ability to sense what's around your character, whether by direct sight, or in some cases common sense.
- **Decipher Intent**: Used to figure out what's going on, whether it's how a tool works, or what something or someone is actually up to, or trying to say.
- **Bravery**: Used when a character needs to face their fears, overcome terrifying scenarios, or face overwhelming odds.*

**As a personal note, I encourage DDA GMs to have their players roll Bravery when put into extreme situations. While giving your players the freedom and liberty to react to things is important, the point of having Bravery as a stat means that there are going to be instances where a player shouldn't be able to shrug off something terrifying in front of them, especially so if they have no points in Bravery. Some will argue that you can't quantify a reaction as a stat, but I will argue that it is necessary given what kind of unexpected scenarios may occur during a campaign.*

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## 2.02 - Human Derived Stats

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Dependent on how a human character is built, their Derived Stats will differ! Sometimes, a human might find themselves under attack or in the heat of combat, and this is what these stats are for!

- **Wound Box Formula:** Body Stat + Endurance Stat (cannot go below 2).
- **Speed Formula:** Agility + Survival Stat. This is how many spaces you may move with a Move Action.
- **Accuracy Pool Formula:** Agility + Fight Stat.
- **Dodge Pool Formula:** Agility + Dodge Stat.
- **Armor Formula:** Body + Endurance Stat.
- **Damage Formula:** Body + Fight Stat.

Accuracy, Dodge, Armor, and Damage will be talked about more in Combat (5.0).

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## 2.03 - Special Orders

As the name denotes, when a specialization in a certain Attribute is reached, the human tamer develops something of a trump card, if you will.

**Special Orders** are directives that only seasoned Tamers can give to their Digimon. Special Orders are unlocked based on the corresponding attribute of a Tamer, and can only be used during combat.

In conjunction with how your Digimon is built (which will be elaborated in a different section of the manual), Special Orders are powerful tools that can change the tide of combat. These are things to keep in mind:

- **Unless stated otherwise, all Special Orders last for only the round that it was activated on.**

- Similarly, unless the description dictates whether an Order is passive or is usable once per day, **all effects can be used or activated ONLY ONCE per battle.**

- **Similarly, orders cannot be used in conjunction with an order of a different type, meaning you cannot combo or chain two Special Orders in the same turn. Additionally, you cannot use your special orders on another human character's Digimon.**

St, En, and Ex stand for Standard, Enhanced, and Extreme respectively. Listed below those abbreviations in the tables is the required Attribute Level to gain access to that Special Order.

For example, in order to gain access to [Peak Performance], a Standard-template character would need a Charisma Score of 4, an Enhanced-template Character would need a Charisma Score of 6, and an Extreme-template character would need a Charisma Score of 9.

Special Orders are things that a player can work up towards by allocating their EXP as they see fit. However, to note, you can only unlock the next tier of a Special Order if you have the previous.

*Special Order Table 1 (A)*

| Special Orders | Requirement | | | Order Name | Effect |
|---|---|---|---|---|---|
| | St | En | Ex | | |
| Agility | 3 | 5 | 6 | Strike First! | Type:<br>Passive.<br><br>The Digimon Gains +1 Initiative and 2 Base Movement.<br>. |
| | 4 | 6 | 8 | Strike Fast! | Type:<br>Once Per Day / Complex Action<br><br>As long as the Digimon moves this turn, the tamer may declare this order for the Digimon's Attack; **When doing so, the Target Digimon's Dodge Pools are considered halved for that attack only.**<br><br>**You cannot trigger Huge Power or Overkill on this Order.** |
| | 5 | 7 | 10 | Strike Last! | Type:<br>Once Per Day / Intercede Action<br><br>When **under attack**, regardless of a successful dodge or not, the Digimon will counter with the effect **[Counter Blow]** with Tamer declaration. They must still roll accuracy and land the attack. **You cannot trigger Huge Power or Overkill on this Order.**<br><br>Additionally, this is treated as if the Tamer took an [Intercede] Action, meaning their action pool will be lowered by one for the next round if this Special Order is declared. |

*Special Order Table 2 (B)*

| Special Orders | Requirement | | | Order Name | Effect |
|---|---|---|---|---|---|
| | St | En | Ex | | |
| Body | 3 | 5 | 6 | Energy Burst | Type:<br>Once Per Day / Complex Action<br><br>Your Digimon recovers 5 wound boxes. This amount is static. |
| | 4 | 6 | 8 | Enduring Soul | Type:<br>Passive<br><br>The Digimon can now withstand a life-threatening blow with one Wound Box, but only once in a battle. |
| | 5 | 7 | 10 | Finishing Touch | Type:<br>Once Per Day / Simple Action<br><br>Once per day, you may declare a "Finishing Touch" before your Digimon makes an attack. For all intents and purposes, any 4s that were rolled now act as successes towards your Digimon's Accuracy Roll. **You cannot trigger Huge Power or Overkill on this Order.** |

*Special Order Table 3 (C)*

| Special Orders | Requirement | | | Order Name | Effect |
|---|---|---|---|---|---|
| | St | En | Ex | | |
| Charisma | 3 | 5 | 6 | Swagger | Type:<br>Once Per Battle / Simple Action<br><br>**[Taunt]** is now in effect for three rounds. Taunt is applied to one target, and your Digimon automatically receives aggro based on their CPUx2, as per normal **[Taunt]** rules. This order cannot be Bolstered. |
| | 4 | 6 | 8 | Peak Performance | Type:<br>Once Per Day / Complex Action<br><br>The Digimon gains the **[Bastion]** buff from their Tamer. +2 to all stats except health. Lasts one round. **[Bastion]** cannot be granted to other friendly or ally Digimon. |
| | 5 | 7 | 10 | Guiding Light | Type:<br>Passive<br><br>Your Digimon gives +2 Accuracy to all ally Digimon within its burst radius. Similarly, for every ally Digimon within their burst radius, your Digimon gains +1 Dodge. Minions are not counted towards this Passive. |

*Special Order Table 4 (I)*

| Special Orders | Requirement | | | Order Name | Effect |
|---|---|---|---|---|---|
| | St | En | Ex | | |
| Intelligence | 3 | 5 | 6 | Quick Reaction | Type:<br>Once Per Day / Intercede<br><br>When your Digimon is attacked by an enemy Digimon, for the round you declare a Quick Reaction, **your Digimon gains their Stage Bonus+2 in Dodge Dice for the remainder of the round**. These dice diminish as opposed to normal Dodge Directs, which are only applicable once.<br><br>Additionally, this is treated as if the Tamer took an [Intercede] Action, meaning their action pool will be lowered by one for the next round if this Special Order is declared. |
| | 4 | 6 | 8 | Enemy Scan | Type:<br>Once Per Battle / Complex Action<br><br>The Tamer inflicts the **[Debilitate]** debuff to one enemy Digimon. -2 to all stats except health. Lasts one round.<br><br>If multiple **[Debilitate]** debuffs are called, they do not stack with one another. |
| | 5 | 7 | 10 | Decimation | Type:<br>Once Per Day / Complex Action<br><br>The tamer can direct the Digimon to use an attack labeled **[Signature Move]** on the Second Round of Combat instead of it being ready to use on the Third Round of Combat. |

*Special Order Table 5 (W)*

| Special Orders | Requirement | | | Order Name | Effect |
|---|---|---|---|---|---|
| | St | En | Ex | | |
| Willpower | 3 | 5 | 6 | Tough it Out! | Type:<br>Once Per Battle / Complex Action<br><br>Out of sheer willpower, the Digimon is cured from a negative effect that was plaguing them. **[Purify]** |
| | 4 | 6 | 8 | Challenger | Type:<br>Passive.<br><br>At the beginning of the battle, after determining the number of stages the main enemy is higher than your Digimon's base stage, gain two plus an additional temporary Wound Boxes for each. [Max: 5] |
| | 5 | 7 | 10 | Fateful Intervention | Type:<br>Free Action<br><br>See the Inspiration / Fateful Intervention mechanic in the rulebook. (Pg. X) |

## 2.04 - Aspects

Every human character that is introduced to the game has something unique that makes them different, or stand out from their peers. Beyond the stat-lines and the Special Orders that human characters have access to, another thing that's very important to consider about character creation is the notion of **Aspects**.

**Aspects are, in essence, core parts about your character which may be helpful or detrimental to them depending on various types of situations.** A character at creation has both a Major Aspect and a Minor Aspect.

- A **Major Aspect (+/-4)** is something prominent about the character's personality. It could be indicative of something that the character is good at, or a trait that is prevalent in how they choose to approach some situations.

- On the same line of thought, a **Minor Aspect (+/-2)** is something more subtle about the character's personality that might not be as readily recognizable as a Major Aspect.

**Whenever an Aspect becomes relevant to a roll, you get to modify the roll further.**

- Characters may trigger their Major Aspect once a narrative day / session!
- Minor Aspects may be triggered twice!
- **If you apply your negative modifier to an applicable situation, you are allowed to regain the use of your Major or Minor Aspect's positive once per narrative day.**

Aspects can also be used to modify Tamer Combat Rolls with the same frequency as stated before. If an Aspect would be applicable in either a Dodge or an Accuracy roll, you may add the appropriate number of dice to the rolled Pool.

**A character is not allowed to activate more than one Aspect per Roll, even if the flavor of both would somehow be related to the roll.**

In regards to Aspects and their potential negatives, there is a silver lining to wanting to roll the Negative of your Aspect. But with all this being said, Aspects, or all their benefits and detriments, should not be written as clear cut examples.

It's up to the players to actually express how their aspects can apply in certain situations, but if you write them as a trait that only comes into play during very specific situations, you're actually never going to see them be used.

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### Examples of some Aspects:

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**Track Star (Major Aspect)**: "This character is an overall athlete and loves to help others succeed with him, but sometimes they can be too competitive, intense, or overbearing at failing to realize that others aren't necessarily at their level, when that's not their intent."

Subsequently, this character might take positive benefits to Charisma, Willpower, or Body rolls, but also may take a penalty to Charisma, Willpower, or some Intelligence-based situations.

In this case, the character's aspect is a double-edged sword that can help him **Persuade** another character into trying their best, or at times put forward his best when it comes to an **Athletics** or **Endurance** check, but sometimes a lack of awareness can lead them to not realizing a situation for what it is, which might penalize their **Decipher Intent**, or penalize their **Persuasion** for approaching the situation incorrectly.

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**Thuggish Looks (Major Aspect)**: "This character is physically bigger than most of their peers, which leads them to believe that because they're stronger than others, they can look out for them or keep them safe. However, because of their looks, their intent is often misinterpreted and they appear untrustworthy."

The character in this example might take benefits to Willpower, Body, or Agility Checks, while subsequently they may be penalized for Charisma Checks and certain Agility Checks.

While they may be unparalleled when it comes to **Feats of Strength** or **Fighting**, they're penalized for **Stealth** because of their hulking size, or are inherently bad at **Persuading** people. Conversely, they could gain a bonus in Intimidation or **Manipulate**.

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**Smarter Than They Act (Minor Aspect)**: “This character, despite being a social butterfly, is much smarter and willful than what they project towards others. Despite that, more often than not, they sometimes do dumb things, or appear more weak to be more likeable.”

This particular example character takes benefits from Willpower and Intelligence, but can penalize Body, or Charisma in some instances.

While it can help showcase their **Knowledge**, **Perception**, or maybe even their **Perform** Skill under the right conditions, they could feasibly take a negative to their **Endurance** for appearing deliberately weak, or their **Bravery** for not wanting to break their own facade.

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**Single-Minded Focus (Minor Aspect)**: “This character loves to tinker with electronics or things that they find interesting. However, in getting their attention absorbed into something, they can be rather careless or slow to react to other things that might require their attention.”

And with this last example, the character in question takes benefits from Intelligence and Willpower, they can have their Agility or even their Willpower penalized depending on the situation.

For example, this character could immediately benefit from their know-how on **Computers**, **Knowledge**, or **Decipher Intent** towards electronics when encountering something they’ve never seen before. However, their **Dodge**, **Survival**, or **Perception** towards their surroundings may be lacking, because they’re hyper-focused on what has their attention.

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Aspects as a whole can be very interesting things, because they express major or minor traits about your character which will showcase how you may or may not interact with the world. Certain things about the world might also have aspects, like terrain or the environment a character might find themselves in.

For example, a character might find it easier to hide in a cave via Stealth, but if they were to look inside the cave unassisted, they could take a penalty to their Perception.

Ultimately, these are things that can flavor the world and the setting as a whole. Moving forward, there’s two very important things to go over with Human Character Creation: **Torments, and Inspiration.**

## 2.05 - Torments

Just as every character has traits which will help describe them as people, everyone has something that bothers them about themselves or their lives, or has an unpleasant memory which always pops up at the wrong moment.

In DDA, these are **Torments**, and they'll also serve to help further flesh out and develop your character. It may be intimidating; but with a bit of time and a bit of effort, you can work past them and come out stronger on the other side.

There are three classifications of Torment; **Minor, Major, and Terrible**.

- **Minor Torments (5 Boxes)** are something which are not particularly crippling, but have a noticeable effect on a character when they're brought up. A few examples of a Minor Torment: being a crybaby, having trouble making friends, or having your parents be divorced.

- **Major Torments (7 Boxes)** are something a bit more stressful for a character. They leave a long-lasting scar on the character's mental state, which takes more time and effort to work out. A few examples of a Major Torment: feeling like your sibling's only guardian, fearing conflict as it might bring your friends harm, or a crippling fear of being alone.

- A **Terrible Torment (10 Boxes)** is something which breaks a person's will, changes who they are, and will probably haunt them for the rest of their lives. Terrible Torments are significantly darker in nature than Major or Minor Torments, and should be used very carefully in a game. A few examples of what a Terrible Torment could be: a character's beloved family member being killed in front of them, or maybe being abducted and held hostage at some point in their past.

**All characters start with either two Minor Torments, or one Major Torment.** More torments can be added as you or the GM sees fit for character creation. Depending on the climate of the game, the GM may require you to make more than just the aforementioned baseline. Each type of Torment has an associated number of Torment Boxes that increases based on the intensity of the Torment, as specified above.

A friendly reminder: **torments are subjective to the afflicted.**

Things which one player sees as a Minor Torment for their character might be a Major Torment for another character. Some things might affect a character more, despite being the same thing.

For example, one character could have a fear of the ocean and dislike water, but another could have an absolutely crippling fear of the open seas which doesn't let them enjoy them even enjoy their time on the beach. What matters is the intensity of the torment (but be careful; the GM should still have the final say in what can and cannot count as a Major or Minor Torment).

As you progress through the game, you may gain chances to "mark" your Torment Boxes off. Marking off a Torment Box signifies a character working towards overcoming their fear.

When a character is confronted with their Torment; whether it be from memory as the group sits around the campfire, recollecting, directly seeing their Torment, or otherwise, the character rolls 3D6+Willpower, then subtracts the number of unmarked Torment Boxes for the appropriate Torment from the roll result. **The goal is to hit the TN (Target Number, detailed later) of 12.**

- **If a character succeeds in the roll, they make progress to resolving their torment and may mark off another Torment Box.**

- Failure results in the character becoming sullen and withdrawn, and if this happens in combat, they may not be of any help at all, being locked down by their fears.

- **A result of 5 or lower is considered to be a critical failure**, meaning that the character is affected so greatly by the torment that they may lash out, hide, or even abandon the group for a time.

- **A result of 0 or less will reduce your character to a blubbering mess**; quite possibly at the worst time, and have a pretty fair chance of abandoning the group, leading the others to follow after them-- or in the worst case scenario, triggering a Dark Evolution.

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So thus, these are the main things to keep in mind about torments:

- **A Player can only activate a Torment once per day on their own.**
- After that, the GM may still choose to have a Player activate a Torment again.
- The GM may also ask the Player to make a Torment Check at any time.

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**At creation, if you think that your character would have made progress on their torments prior to them being played outright in the game you may choose to mark off Torment Boxes by using CP on a 1-for-1 basis (1 CP = 1 Torment Box Marked).**

This helps to signify that, while the character might not be entirely over the Torment, they're making headway towards getting past it, and may have been working on it for a long time. However, you cannot mark off all of your Torment Boxes at Creation.

These are the following Progression Limits of Torments at Creation:

- **2 Boxes for a Minor Torment**
- **3 for a Major Torment**
- **4 for a Terrible Torment.**

Post-creation, you may spend Experience granted to you by the GM to mark off Torment Boxes. The cost increases compared to how it worked at Creation, similar to how Attributes and Skills are harder to increase post-creation. **This does require GM approval.**

**To mark off more Torment Boxes post-creation, you must spend Experience equal to the number of Marked Torment Boxes+1.**

For example, if you have 3 Marked Torment Boxes and wish to spend extra Experience to bring that number up to 4, you would need to spend 4 Experience.

Try not to view a Torment as a detriment to your character's Roleplay, as it is more as a tool to show the GM and to give yourself something that you want your character to overcome by the end of the game; it's okay to fail a torment check because sometimes, it may lead to interesting roleplay and you might discover something new about your character that you might not have known.

Remember, narrative is king, in DDA!

## 2.06 - Inspiration

One last, powerful tool that humans have at their disposal is called **Inspiration**.

Inspiration may be spent in a variety of ways. Inspiration may be spent freely at any point in the game, whether it's in combat as an Accuracy or Dodge Roll or on a simple Skill Check. **This mechanic not only encourages, but actively rewards good roleplaying.**

Each character has a potential pool of Inspiration equal to their Willpower Stat (their Inspiration Cap cannot be lower than 1, even with a Willpower of 0), and every character is given 1 free point of Inspiration at creation.

Additional points of Inspiration can be granted by the GM for rewarding a player being a good role-player, someone who's acting as a character first and foremost.

Inspiration may also be purchased by spending Experience (2 Experience for every point of Inspiration you currently have). **If a character cannot hold any more points of Inspiration, the GM should grant an additional amount of Bonus Experience instead.**

**What can Inspiration be used for?**

- **A single point of Inspiration may be used to re-roll the dice.**

- **You can bolster the roll by spending additional points of Inspiration to increase or decrease the result** (or in the case of an Accuracy or Dodge check, increase the number of dice in your pool by 1) **of the roll by 1 per additional Inspiration spent.**

  For example, if you spend 1 Inspiration to re-roll, then another two to increase the result, you would now be adding 2 to the roll (or, again, 2 to your Accuracy or Dodge pool).

  *Note: whenever you re-roll dice, you must take the new result. This applies to any and all rules and qualities which tell you to re-roll (examples include Huge Power, Agility, and the like).*

This is the main outlet to spend Inspiration. Being able to burn Inspiration at a faster and more efficient rate means that there are a few mechanical benefits to playing a Standard template in Digimon: Digital Adventures, whereas it's simply not any more useful for an Extreme than simply spending 6 Inspiration on a re-roll. However, the more Inspiration you have, the better you can sway the odds in your favor as a Tamer.

These are the three special actions that may be made with Inspiration:

**Act of Inspiration**

- If you spend Inspiration equal to 1 lower than the Starting Cap for your Campaign Level (2 for Standard, 4 for Enhanced, 6 for Extreme), you may add or subtract 5 to any Skill Check, or add or subtract 5 Dice from any Dodge or Accuracy pool.

**Divine Protection**

- When **Divine Protection** is evoked, like with Intercede, a Simple Action on their next turn is given up. If the human would find themselves as the recipient of any attack, they may call Divine Protection even after a Dodge Check/Roll is failed, once, without paying with Inspiration. If a Human would do this again, each consecutive act costs 2 Inspiration.

  This is more elaborated on in **Section 5.04b - Special Actions**.

**Fateful Intervention**

- The most difficult type of Inspiration modifier to utilize is known as a **Fateful Intervention**. A Fateful Intervention is a powerful tool which takes time to utilize, but it puts the narrative entirely in the hands of the player, at least for one roll.

  By spending the entirety of their maximum potential Inspiration (5 for Standard, 7 for Enhanced, 10 for Extreme).

  A Fateful Intervention not only adds or subtracts a bonus 5 from a check, or Dodge or Accuracy pool, but it also allows you to add or subtract your character's Willpower to the check, Dodge, or Accuracy pool. In addition; you may choose to set the results of each die rolled. If you want nothing but 6's? That's fine. 1's all around? That's your choice as a player.

For more ways to give out or receive Inspiration, check out 6.07d - Variant Rules.

## 2.07 - Example Characters

Before moving on, take a moment to think about your character a bit. While these are some of the first questions people normally ask themselves during character creation, but it's never a bad idea to review these at the end of creation either. Just take a quick moment to ask yourself a few questions.

- What does your character look like? Do they have any distinguishing features?
- What is your character's home life like? What are their parents like?
- Does your character have any siblings? If so, what are they like?
- Is your character religious or superstitious in any way?
- Even if your character doesn't excel at school, do/did they have a favorite subject? Does your character have hobbies or activities that they participate in? Clubs, charities, teams?
- Is there anything your character fears, or anything that causes them anxiety?
- Try to name three items which your character would always have in their pocket or backpack.
- Does your character have a special talent or skill?
- How does your character view themselves? Is it realistic? Skewed? Good? Bad?
- If your party is in a life threatening situation, how does your character react?

While these might not be a definitive list of questions, they should help to not only create your character mechanically, but help give you a few ideas for their background or personality otherwise. Listed below are three characters that use the Enhanced Template, that go off of a certain Creation Split as described in the **Recommended Start / Progression** section (6.02a).

## 2.07a - Example: Hina

**Name**: Hina
**Partner**: Dracomon
**Gender**: Female
**Age**: 14 (Enhanced Template)

**Creation Point Allocation:**

- Agility: 4
    - Dodge: 2
    - Fight: 0
    - Stealth: 1
- Body: 2
    - Athletics: 1
    - Endurance: 2
    - Feats of Strength: 1
- Charisma: 4
    - Manipulate: 1
    - Perform: 1
    - Persuasion: 1
- Intelligence: 3
    - Computer: 1
    - Survival: 2
    - Knowledge: 0
- Willpower: 5
    - Perception: 2
    - Decipher Intent: 0
    - Bravery: 4

**Torment: Crybaby (Minor)** [O][X][X][X][X] - 1/5
While she does her best to keep from bursting into tears at the worst of times, it happens easily when hurtful exchanges occur.

**Torment: Obstinate Obstruction (Minor)** [O][X][X][X][X] - 1/5
To the detriment of others, she can be painfully stubborn and refuse to accept the state of things, especially when she feels they can be changed. Why accept what's unfair?

**Torment: Didn't Think Things Through (Minor)** [O][X][X][X][X] - 1/5
Sometimes, actions with the best of intentions can often go awry. Even though she's not ill-meaning, it doesn't change the fact that the realization of her actions can be devastating.

**Creation Summary:** 18 Attributes / 19 Skills / 3 Unmarked Torments

**Major Aspect: Cutting Through** (+/-4)

Hina, at times, is the embodiment of impatience. When something needs to get done and she's in the position to make it work, she'll put everything on the line to do it. Unfortunately, when put into situations where delicacy and care is needed, sometimes, she ends up blundering. Finesse isn't her strong suit, unfortunately.

**Minor Aspect: Sweet Disposition** (+/-2)

Kind and caring, Hina likes to go the extra mile for the people that she likes, but has a habit of over-extending or sometimes reading the room wrong, despite her best intentions. It's like when she bakes! She's good at making anything sweet supreme, but might bungle something savory.

**Character Synopsis:**

The oldest of three children in a family unit of five, Hina is a child with a sweet, helpful, and easy-going personality. However excited she might be to help, she also is prone to unintentionally being an obstacle by interjecting with her thoughts, which can amount to being brisk or too brusque.

Hina is a daddy's girl, through and through, and is good with younger children due to taking care of her little twin brothers. Her mother, though she's more strict with her compared to her father, still helps Hina with what she asks, and as a result, she's been trying to cook more. This has been met with mixed reactions, and a discovery that while she's excellent at baking like her father, she's also something of a disaster chef, like her father.

**Hina's Derived Stats:**

- **Wound Box Count:** 4
- **Speed/Movement:** 6
- **Accuracy Pool:** 3
- **Dodge Pool:** 6
- **Armor:** 4
- **Damage:** 2

## 2.07b - Example: Kaoru

**Name**: Kaoru
**Partner**: Herissmon
**Gender**: Male
**Age**: 13 (Enhanced Template)

**Creation Point Allocation:**

- Agility: 5
    - Dodge: 2
    - Fight: 2
    - Stealth: 0
- Body: 4
    - Athletics: 3
    - Endurance: 1
    - Feats of Strength: 2
- Charisma: 3
    - Manipulate: 0
    - Perform: 2
    - Persuasion: 1
- Intelligence: 2
    - Computer: 0
    - Survival: 4
    - Knowledge: 1
- Willpower: 4
    - Perception: 1
    - Decipher Intent: 1
    - Bravery: 1

**Torment: Not an Idiot (Major)** [O][X][X][X][X][X][X] - 0/7
He pretends he's stupid, more often than not. He's willing to let things pass and play the fool if it's worth having a laugh over, but deep down, there are things even he won't stand for, and he hates being treated like he doesn't know any better.

**Torment: Fight or Flight (Major)** [O][X][X][X][X][X][X] - 0/5
Deep down, as much as he wants to be 'the hero' that he idealizes, he's painfully aware that there's more to being a hero than just being strong. Those shows he idolizes-- he's their epitome. He's just as fake as they are. When presented with what seems like an unwinnable situation that he can't just brute force, he, well… becomes scared.

**Creation Summary:** 18 Attributes / 20 Skills / 2 Unmarked Torments

**Major Aspect: Rocking and Rolling** (+/-4)

Despite being the youngest, Kaoru is strong, and he prides himself at that. However, he knows full well he can be lacking in the technology and talking department. It greatly upsets him if he's deliberately presented with a situation that capitalizes on that.

**Minor Aspect: A Friend in Me** (+/-2)

As someone who's always hanging out with his friends one way or another, Kaoru is always keeping tabs on his friends and is keenly aware of their emotional states. If something is wrong with them, he finds himself worrying more about them, than the things around him.

**Character Synopsis:**

You wouldn't know it, looking at this guy, but he's the youngest one here. Easily influenced and impressionable, Kaoru's number one role model in life is his dad, who is HIS hero. With his mother often away from home due to her job as a flight attendant, and his dad is gone for half the year with his own job, he often finds himself staying at his best friend's house. Their dads are best friends with each other, so he's best friends with Taichi! Hell yeah!

Of course, he doesn't mind that at all. An understanding kid in his own right, Kaoru if anything is just eager to grow up and throw himself into all kinds of things. Because of all the souvenirs that his mother brings back from the places she visits, his current fascination is cowboys, because they're just "Western Samurais".

**Kaoru's Derived Stats:**

- **Wound Box Count:** 4
- **Speed/Movement:** 9
- **Accuracy Pool:** 7
- **Dodge Pool:** 7
- **Armor:** 4
- **Damage:** 7

## 2.07c - Example: Taichi

**Name**: Taichi
**Partners**: Veemon and Wormmon
**Gender**: Male
**Age**: 16 (Enhanced Template)

**Creation Point Allocation:**

- Agility: 4
    - Dodge: 1
    - Fight: 1
    - Stealth: 1
- Body: 4
    - Athletics: 1
    - Endurance: 1
    - Feats of Strength: 2
- Charisma: 2
    - Manipulate: 0
    - Perform: 3
    - Persuasion: 0
- Intelligence: 4
    - Computer: 4
    - Survival: 1
    - Knowledge: 1
- Willpower: 4
    - Perception: 2
    - Decipher Intent: 2
    - Bravery: 0

**Torment: Inferiority Complex (Terrible)**
[O][O][X][X][X][X][X][X][X][X] - 2/10
Inferiority, Superiority, it's all the same thing.
Taichi finds himself comparing himself to others whether he wants to or not. He hates it when others do it, too. Whether it's because he's older he should be better, whether it's because he's older he should be smarter and look after others… a lot weighs on him because of these things, when he just wants to be good enough, or recognized that he's doing his best.

**Torment: Sour Grapes (Minor)** [X][X][X][X][X] - 0/5
When something doesn't go his way, Taichi can become easily embittered over it, and be uncooperative out of spite. He knows he should be better about it because he's the oldest, but...

**Creation Summary:** 18 Attributes / 20 Skills / 2 Unmarked Torments

**Major Aspect: Super Paper** (+/-4)

One way or another, he finds himself relenting to others more often than not, if it makes them happy. Someone wants the last ice cream in the freezer? Sure. Another person wants to take a break when they should keep moving? Fine. But when the chips are down, and when faced with something he doesn't want to lose at-- well. Needless to say, he'll never give up. And if he has to lose, you can be sure he's going to lose with style.

**Minor Aspect: Hidden Genius** (+/-2)

He's smarter than he looks, for sure. While most of the time he opts to hang in the back for a multitude of reasons, it's not as if he's not doing anything. In his own way, he'll make sure that everyone can succeed-- even if he has to look like a bad guy while doing it.

**Character Synopsis:**

Taichi, or simply called Tai by his friends and close relatives, is the oldest of our ragtag group of friends. Having no siblings himself, he finds himself equating Kaoru to a younger brother, and this especially proves to be true for his younger cousin, Yoshiya. Almost independent to a fault, Taichi likes to keep to his own devices, but often finds himself in the position of looking after and caring for others-- not that he personally dislikes it. … Frankly, he would never admit to it.

An all-rounder, as some would call him, there's nothing he's particularly bad at-- with the exception of talking to others. Even with that in mind, the one thing he prides himself in, is his ability to use electronics and the like, and his love for music. He just has a knack for it. While he dislikes the notion of taking responsibility for others, inherently, he has a talent for leading-- if only he'd accept it.

**Taichi's Derived Stats:**

- **Wound Box Count:** 5
- **Speed/Movement:** 5
- **Accuracy Pool:** 5
- **Dodge Pool:** 5
- **Armor:** 5
- **Damage:** 5

## 2.07d - Example: Yoshiya

**Name**: Yoshiya
**Partner**: Tripmon
**Gender**: Male
**Age**: 10 (Enhanced Template)

**Creation Point Allocation:**

- Agility: 3
    - Dodge: 2
    - Fight: 0
    - Stealth: 3
- Body:  3
    - Athletics: 1
    - Endurance: 0
    - Feats of Strength: 0
- Charisma: 5
    - Manipulate: 3
    - Perform: 0
    - Persuasion: 2
- Intelligence: 4
    - Computer: 1
    - Survival: 2
    - Knowledge: 1
- Willpower: 3
    - Perception: 2
    - Decipher Intent: 2
    - Bravery: 1

**Torment: Embittered Youth (Minor)** [O][X][X][X][X] - 1/5
Being more than sensible for his age leads to a lot of friction. Yoshiya doesn't have many friends his own age, which is why it's something of a sore spot.

**Torment: The Runt (Minor)** [X][X][X][X][X] - 0/5
He doesn't like to be reminded that he's short; just don't do it.

**Torment: SO WHAT IF I'M TEN? (Minor)** [O][X][X][X][X] - 1/5
Being very small for his age has a plethora of problems. In wanting to keep up with the big kids, his immaturity can come up whenever someone diminishes him because of his age. It's sad to say, but he's eager to grow up.

**Creation Summary:** 18 Attributes / 20 Skills / 2 Unmarked Torments

**Major Aspect: Pointing the Gun** (+/-4)

He might be a veritable runt, but don't let this boy's size fool you. He's a fierce boy! A quick boy! A boy that's not afraid to pull punches, and pull metaphorical guns on people. Yoshiya has a heightened understanding on how people seem to tick, which is troublesome for his age as he can unintentionally jump the gun on his assumptions, too.

**Minor Aspect: Varying Volumes** (+/-2)

Yoshi has two modes of existence: very quiet and unassuming, or very loud and assuming.

While he's entirely capable of being patiently observant, when Yoshi wants to be heard, he WILL be heard-- for better or worse.

**Character Synopsis:**

Taichi's younger cousin with a noticeable gap of six years, Yoshiya is a boy who is the epitome of being too smart for his own good, without having the life experience to accommodate for it. As a result, he's got a noticeable disdain for school due to feeling like he can't relate to a majority of his peers, and subsequently likes hanging out with older kids-- namely, with Taichi and Kaoru.

Yoshiya is very eager to prove his own worth to his friends, regardless of however older that they may be from him. He suffers from a big ego when he's set off for whatever reason, but deep down he really wants to belong somewhere, but doesn't know how to have that. He's not a dislikable kid by any means, but he definitely can come off too strong.

**Yoshiya's Derived Stats:**

- **Wound Box Count:** 3
- **Speed/Movement:** 5
- **Accuracy Pool:** 2
- **Dodge Pool:** 5
- **Armor:** 3
- **Damage:** 3

## 2.08 - Considering Your Party Role

Normally, in DDA games, parties will consist of anywhere from 3-5 people; this gives people more chances to specialize in different attributes and Special Orders, so take into consideration of what your fellow players may be after to avoid overlap of roles.

It's also important to note that how your character starts is non-indicative of what kind of people they may change to be by the end-game. Character stats generally should always be indicative of what kind of person that the character is and what the GM can expect from them because this is just the baseline to their beginning.

While there is always going to be a chance of party role or character overlap when playing in a larger game, it's important to communicate to each other how your characters may get along, or clash within the confines of the story.

With Hina, Kaoru, and Taichi, all of them are distinctive from one another, whether it's due to their personalities or their partners! Nothing is perfect, and more apparent, is that they might have some friction between each other. Additionally, as you might have noticed, Hina and Kaoru both have one Digimon respectively, but Taichi has Twin Partners. For more details on how Twin Partners function, see the Variant Rule Section (6.07).

DDA is a collaborative narrative, so it's important to be able to write characters that can mesh well with others, whether it's by inciting a rivalry or starting a budding friendship!

Just remember that when you play in this system, you need to be able to play with others and let other have the same chance to bounce off of your character, so while writing a go-getter, a shy person, a child, or a brainiac may be easy, writing a lone wolf character can be troublesome if not handled with care.

Remember to communicate with your fellow players, and with your GM!

# 3.0 - Chapter Three: Digimon Creation

There's another half to the dynamic duo which will be your two-man team within the game. Digimon are incredibly powerful in the field of combat, and shouldn't be taken lightly, but they'll also be the companion and partner to the human side of your dynamic duo in the making. The Digimon have a lot of potential tricks up their sleeves which can also make them valuable partners in terms of utility as well.

**Digimon are built similarly to humans, having a pool of points called Digi-Points (DP) which they can spend both to improve their raw Stats, and purchasing Qualities, special features which will aid them with all kinds of various mechanical boosts.**

The most common starting Stages, In-Training and Rookie, will start with 15 and 25 DP respectively. Higher and lower Stages will have different base amounts of DP, as well as other various effects. This chart shows the values that each Digimon Stage goes by. When building your Digimon, you'll be expected to have at least Champion built by the start of the game.

| Stage | Starting DP | Base Movement | Wound Boxes | Brains | Attacks | Spec Values | Stage Bonus |
|---|---|---|---|---|---|---|---|
| **Fresh** | 5 | 2 | 0 | 0 | 1 | 0 | 0 |
| **In-Training** | 15 | 4 | 1 | 1 | 2 | 0 | 0 |
| **Rookie** | 25 | 6 | 2 | 3 | 2 | 1 | 1 |
| **Champion** | 40 | 8 | 5 | 5 | 3 | 2 | 2 |
| **Ultimate** | 55 | 10 | 7 | 7 | 4 | 3 | 3 |
| **Mega** | 70 | 12 | 10 | 10 | 5 | 4 | 4 |

Keep in mind that at a certain point, Digimon will probably start to outperform a human character at a certain point from a mechanical perspective. But that's fine; Digimon are also reliant on their Tamers in order to hit a higher stage and Evolve quickly, and be directed in combat; the duo is stronger as a team than any human or digimon could be on their own.

# 3.01 - Stats

Digimon have five main stats that they operate on:

**Accuracy, Damage, Dodge, Armor, and Health**.

The **Accuracy** stat determines how intelligent the Digimon is, how many dice are rolled when it tries to Attack, the effectiveness of its Negative Effect tags, Range, and the size of its Area Attacks. Accuracy also helps to determine how quickly a Digimon reacts with its Agility stat.

The **Damage** stat directly affects how hard a Digimon hits with all of its Attacks. Damage also helps scale the Body stat.

The **Dodge** stat is the exact opposite of Accuracy in combat; it determines how many dice are rolled in response to the Digimon being attacked, and is paired up in tandem with Accuracy to determine the Digimon's Agility stat as well.

The **Armor** stat defensive counterpart to Damage; Armor will directly reduce how much a Digimon is hurt by an attack. Armor also influences the Body stat, which also in turn affects other aspects of the Digimon.

And lastly, the **Health** stat helps to determine how many Wound Boxes a Digimon has, as well as how many dice it rolls to recover Wound Boxes after Combat is over, and helps assist the duration when receiving Positive Effects. Like with Damage and Armor, Health also has a direct effect on the Body stat.

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You already probably have a general idea of what you want your Digimon to do with those stats alone. There are a few things to keep in mind:

- **Stats are purchased for your Digimon with DP on a 1:1 basis; one DP will allow you to put a point into a single Stat.** So if you want to buy 10 points of Health, it will cost 10 DP.

- Before Qualities, **a Digimon must have at least 1 Point in every Stat. After Qualities, a Stat may not be lowered below 0**. This means that if you have a Stat at 0 thanks to a Quality, and wish to purchase another Quality which would lower the Stat further, they must first put a point into the appropriate Stat.

## 3.01a - Build Guidelines

In consideration to the Starting DP pools when making a Digimon, there are two things to keep in mind:

- **How many Stats a Digimon has, as stats are the foundation for the Digimon's build.** The higher a Digimon's stats are, the stronger they are considered to be.

- **How many Qualities a Digimon has. Qualities are special features which Digimon can purchase to further bolster and flavor their abilities beyond that of raw Stats.** As mentioned previously, they're purchased by spending the stated number of DP to add the Quality to your Digimon.

Notably, if a Digimon has nothing but stats, they might find themselves missing out on specialization options that can enrich gameplay in DDA. And similarly, if a Digimon has too many qualities, they might not be able to make the most out of them because of their low stats.

In short, the ideal is that a Digimon should have decent investment in both Stats and Qualities. Depending on whether you feel as if you want your Digimon to be **Stat Heavy** or **Quality Heavy**. **Stat Heavy (SH)** Digimon are stronger, but may be lacking in options, while **Quality Heavy (QH)** Digimon have options, but might be slightly weaker than others.

The following templates should give players an idea of how much Starting DP should be spent in either area. **Do note, that this is a recommended guideline, and not an end all.** You are allowed to deviate as you like, and make a balanced medium between the options as long as it's within the allotted DP limit.

Fresh / Baby I is omitted from this list because they can only have 1s in all stats.

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**In-Training / Child (15 DP)**

SH: 10 Stats / 5 Qualities
QH: 5 Stats / 10 Qualities

**Rookie / Child (25 DP)**

SH: 20 Stats / 5 Qualities
QH: 15 Stats / 10 Qualities

**Champion / Adult (40 DP)**

SH: 30 Stats / 10 Qualities
QH: 25 Stats / 15 Qualities

**Ultimate / Perfect (55 DP)**

SH: 40 Stats / 15 Qualities
QH: 35 Stats / 20 Qualities

**Mega / Ultimate (70 DP)**

SH: 50 Stats / 20 Qualities
QH: 45 Stats / 25 Qualities

Regardless of what suggested template you decide to adhere to, it's time to take a look at the Qualities that are available for your Digimon to have-- leading us to the next section.

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# 3.02 - Qualities

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Qualities are divided into three categories: **Static, Trigger, and Attack.**

- **Static Qualities**, denoted with **[S]**, are Qualities which are, in short, always on. The Digimon is always considered affected by this Quality unless something happens to disable it.

- **Trigger Qualities**, denoted with **[T]**, are ones that require a 'trigger' to occur. That is to say; they need to have the player activate them in some manner; whether by using an Action in Combat, or by having the enemy miss with an Attack.

- **Attack Qualities**, denoted with **[A]**, are Qualities which help directly modify Attacks of the Digimon. While most Qualities modifying Attack are for a single Attack, some may be able to modify more than a single Attack.

Qualities which state a Rank, are Qualities which may be purchased multiple times. Some sport a line which will say "Up to X Ranks". This means that there is still a limit on how many times the player may purchase the Quality. **If a Quality does not specify a limit, that means it may only be purchased once.**

**Be sure to read the Quality text carefully.**

Some Qualities also have a choice that you have to make about it, so think carefully on how you want to build your Digimon, or how certain traits about them can be represented by Qualities.

# 3.03 - Data Optimization [S]

**(1-2 DP) | Prerequisite for Data Specialization, Hybrid Drive**

Data Optimizations will help gear your Digimon for a specific role. When you take this Quality, choose one of the options below. **You may only take this quality once**.

**Close Combat (1 DP)**
The Digimon gains a +2 bonus to its Accuracy Pool when using a [Melee] tagged Attack, but takes a -1 penalty to its Accuracy Pool when using a [Ranged] tagged Attack.

**Ranged Striker (1 DP)**
The Digimon gains a +2 bonus to its Accuracy when using a [Ranged] tagged Attack, but takes a -1 penalty to its Dodge pool when targeted by a [Melee] tagged Attack.

**Guardian (1 DP)**
The Digimon gains a +2 Armor bonus, but takes a -1 penalty to its Base Movement score.

**Brawler (2 DP)**
The Digimon gains a +2 bonus to all checks it makes when Clashing. In addition, it is treated as if it were one Size Class larger when Clashing. Gigantic Digimon with Brawler Optimization gain a flat +4 to all checks it makes while Clashing.

**Speed Striker (1 DP)**
The Digimon gains a +2 bonus to its Base Movement score.

**Effect Warrior (2 DP)**
The Digimon gains a +1 bonus to its base Spec Values (detailed later), but takes a -2 Armor penalty.

## Data Specialization [S, A, T]

**(2-3 DP, up to 2 ranks) | Requirement: Data Optimization, Ultimate Level or Higher**

Rank 1 of Data Specialization may be purchased by any Digimon of the Ultimate stage or higher. A Digimon must be at the Ultra level or higher in order to purchase Rank 2 of this Quality.

For every Rank you take in this Quality, choose one of the two options associated with your Data Optimization. For example, if you chose Speed Striker Optimization, you could take either Uncatchable Target or Hit and Run. See the next page for the Data Specialization list:

## Close Combat Optimization

### Fistful of Force [S, A] (2 DP)

The Digimon's [Melee] tagged [Area] Attacks now scale for area size as if they were [Ranged] Attacks.

Additionally, targets being attacked by [Melee] [Area Attacks] only benefit from ½ RAM bonus given to dodge, instead of the full value.

### Flurry [T] (3 DP)

**The Digimon may make an additional [Melee], [Damage] Attack once per Round for free.**

This Attack cannot be modified in any way; you cannot add Tags or Qualities which are not tagged as Static and effect every Attack the Digimon makes (such as Close Combat Optimization). This means that Qualities such as [Weapon] do not affect this Attack. Conversely, a Quality like [Reach], does.

## Ranged Striker Optimization

### Sniper [S, T] (2 DP)

As a Simple Action, the Digimon may take **[Sniper Stance]**. While this stance is active, the Digimon does not suffer any penalties to Accuracy for its Ranged Attacks (including Called Shots and from Attack Effects), however it suffers a Dodge penalty against [Melee] tagged attacks equal to their opponent's RAM, and cannot target enemies within 2 meters. Additionally, when in this stance, the Digimon treats all terrain as if they're in difficult terrain.

*(Sniper cont.)* When up against a foe with the Uncatchable Target Specialization, the Sniper can lower their Dodge as per normal rules, ONLY if they possess this quality.

### Mobile Artillery [S] (3 DP)

The Digimon adds its CPU value to the damage dealt by [Area] tagged Attacks. The Digimon takes a -1 Base Movement Penalty.

## Guardian Optimization

### What Goes Around [S] (2 DP)

Whenever the Digimon is hit by a [Melee] Attack, it deals damage equal to its CPU Value to the opponent. This damage is reduced by Armor but cannot be Dodged. The damage dealt by this Quality, however, cannot be brought below 2.

### True Guardian [S] (3 DP)

Whenever the Digimon Intercedes (Detailed later), it gains a bonus to Armor equal to the distance traveled to Intercede. Additionally, if the Attack had an [Area] tag, any allies behind the Digimon have the damage taken reduced by the Digimon's CPU value doubled (cannot go below 1), and any [Effect] tags they would take are negated. The Digimon takes a -2 Accuracy Penalty.

## Brawler Optimization

### Power Throw [S] (2 DP)

Whenever the Digimon throws a target, it adds its CPU value doubled to its Accuracy.

### Wrestlemania [S] (3 DP)

The Digimon may Clash without making an Action once per Round. It may initiate multiple Clashes if it has Multi-Grappler, but they must all be initiated at the same time. The Digimon takes a -1 penalty to Damage, Armor, and Health.

## Speed Striker Optimization

### Hit and Run [A, T] (2 DP)

Whenever the Digimon uses a [Charge] tagged Attack, they add their RAM stat to the Damage. The Digimon must move as part of the Attack: if it stands still it does not gain the damage bonus.

### Uncatchable Target [S] (3 DP)

The Digimon gains a +3 Dodge bonus and does not suffer a stacking Dodge penalty if it is attacked multiple times in a round

## Effect Warrior Optimization

### Black Mage [A, T] (3 DP)

Whenever the Digimon successfully hits with a 'negative' [Effect] Tagged Attack (an Effect which hinders or damages a target such as Poison, Blind, or Weaken), the Digimon rolls its BIT Value in the form of a pool check.

For every success, it may assign 1 point of Unalterable Damage to the targets as it wishes (for example, if there are 3 targets and 5 successes, the Digimon could assign 2 damage to two targets, and 1 damage to the last target.).

This Quality may not be activated more than once per round, and Qualities such as Huge Power do not affect it, as it is not an Accuracy check but a check to see how much damage is dealt.

### White Mage [A, T] (2 DP)

Whenever the Digimon connects with a 'positive' [Effect] Tagged Attack (an Effect which would bolster or shield a target such as Shielding, Cleanse, or Vigor), the Digimon rolls its BIT Value in the form of a pool check.

For every success, it may heal 1 Wound Box from among the targets of the Attack (for example if there are 3 targets and 5 successes, the Digimon could heal one target 1 Wound Box, and two other targets 2 Wound Boxes each).

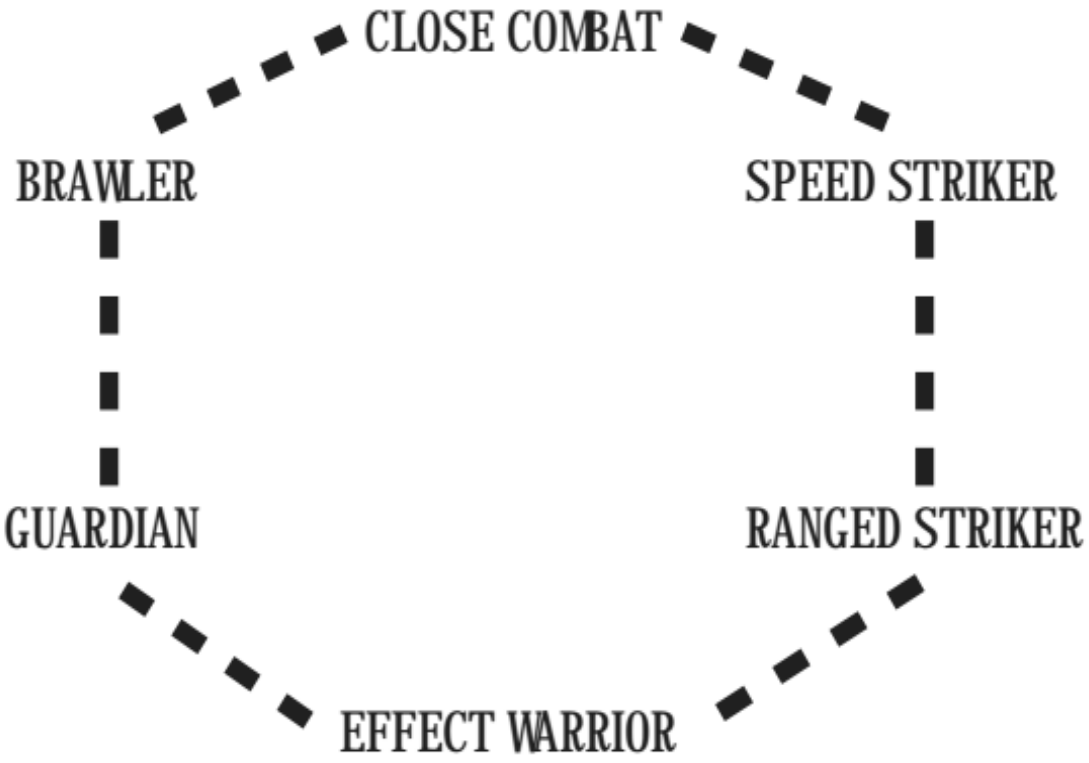
This Quality may not be activated more than once per round, and Qualities such as Huge Power do not affect it, as it is not an Accuracy check but a check to see how many Wound Boxes are recovered.

## Hybrid Drive [S]

**(3 DP, up to 2 ranks*) | Requirement: Data Optimization, Ultimate Level or Higher**

When taking Hybrid Drive, you may now purchase a Data Specialization from a different tree than your Data Optimization. The selection is still limited however. Please refer to the chart below: you may only pick options from trees adjacent to your purchased Data Optimization on the chart. For example a Digimon who purchased Brawler Optimization could pick from either Guardian or Close Combat options.

**While a Digimon could purchase both ranks of Hybrid Drive at Ultimate or Mega, it's not worth purchasing both Ranks of the Quality until the Digimon achieves Ultra level or higher.*



# 3.03a - Extra Movement

## Extra Movement [S]

**(1-2 DP per Rank) | Prerequisite for Advanced Mobility**

Every time you take a Rank of Extra Movement, choose one of the following movement types below. A new Movement Type allows the Digimon to move in a new type of terrain at a speed equal to their Speed score (after Speedy).

**Digimon of the Champion or higher stage get a one-time discount of 1 DP on their first rank of Extra Movement. This discount only applies once, after purchasing one rank of Extra Movement, the Quality must be purchased at its normal price.*

**Digger (1 DP)**
The Digimon is capable of burrowing through the ground at a speed equal to its movement, so long as it's as soft as dirt. Snow or sand are other alternatives.

**Swimmer (1 DP)**
The Digimon is capable of moving through the water at a much faster speed than normal, at a rate equal to its Movement.

**Flight (2 DP)**
The Digimon is capable of flying through the air.

**Wallclimber (1 DP)**
The Digimon is capable of scaling vertical surfaces, but not on ceilings.

**Jumper (1 DP)**
The Digimon is capable of jumping at a height and length equal to its Movement.

## Advanced Mobility [S]

**(2 DP per rank) | Requirement: Extra Movement**

Each time you purchase a rank of this Quality, choose one of the following Extra Movement types you already have. You gain a different Effect based on your choice. Difficult Terrain is detailed later in the writeup.

---

**Movement (Requires Speedy Rank 1)**
The Digimon may now take Speedy Ranks to a point where it will triple its Base Movement over Double it.

**Flight**
The Digimon is not slowed down by even the harshest of winds while it's in the air and its Flight speed is increased by its RAM value.

**Digger**
The Digimon is now capable of digging through the majority of surfaces without being slowed down. It can dig through softer metals but this is now treated as Difficult Terrain. The Digimon's Digging speed is increased by its RAM value.

**Swimmer**
The Digimon is capable of swimming without being slowed down by harsh currents, and its Swimming speed is increased by its RAM value.

**Wallclimber**
The Digimon is now capable of walking on ceilings, and cannot be slowed or slip off any normal wall surfaces. Its Wallclimber speed is increased by its RAM value.

**Jumper**
The Digimon's Jump height is increased by its CPU Value times Five. The Digimon's Jump length is increased by its CPU value.

---

## Speedy [S]

**(1 DP per Rank*) | Prerequisite for Teleport**

For each Rank you take in Speedy, the Digimon adds 2 to its Movement score. You may not more than double the Digimon's Base Movement in this manner.

**Note: Movement is not the same as Base Movement: Base Movement is the original value of the Digimon's Movement, which can only be modified with Qualities such as Speed Striker and Guardian Optimizations. Speedy cannot more than double whatever the Digimon's Base Movement is, but whatever the new value after Speedy is, is simply called Movement.*

---

## Teleport [T]

**(3 DP) | Requirement: Speedy Rank 3**

The Digimon is capable of instantly teleporting a number of meters equal to its Base Movement+2. It requires a line of sight to be able to utilize this Quality. It may use this Quality to teleport away as a reaction to an enemy's Attack once per battle, causing the Attack to miss. Using Teleport to cause an Attack to miss will not trigger Counterattack.

When it uses Teleport to avoid an Attack, the Digimon forfeits a Simple Action on its next round of combat.

## Transporter [S]

**(2 DP) | Requirement: Teleport**

The Digimon is now capable of warping away with allies in tow while using Teleport. The allies must be adjacent for the Transporter to work properly. This also means it can use the Teleport Quality to bring allies out of harm's way in reaction to an Attack.

All allies who are transported in this manner also forfeit one Simple Action on their next Round. Finally, the Digimon's Teleport distance increases by 2.

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# 3.04 - Offensive Qualities

## Armor Piercing [A]

**(1 DP, 3 ranks maximum) | LIMITED**

Choose one Attack. That Attack ignores up to X points that any defending Digimon has in Armor, where X is double the Ranks you have of Armor Piercing. Armor Piercing may only be applied to one Attack per Digimon, and is limited by the stage that the Digimon is at, as indicated by the table below.

| Stage | # of Armor Piercing Ranks |
|---|---|
| Fresh, In-Training | 0 |
| Rookie | 1 |
| Champion | 2 |
| Ultimate | 3 |
| Mega | 3 |

**A Digimon may not have [Armor Piercing] and [Certain Strike] on the same Attack unless they apply both tags to [Signature Move].**

## Charge Attack [A]

**(1 DP)**

Choose a [Melee] Attack. By applying the [Charge] Tag to that Attack, the Digimon may use the Attack and move as one Simple Action, instead of needing to use two Simple Actions; one to Attack and one to Move. In short a [Charge] Tag allows the Digimon to use the tagged Attack to move and Attack at the same time.

## Mighty Blow [A]

**(2 DP) | Prerequisite: Champion / Adult Level or Higher**

The Digimon gains an attack tag called **[Mighty Blow]**. If the Digimon deals damage after armor that is equivalent to the target Digimon's Stage Bonus or more, the primary target is inflicted with a single round of [Stun]. This has no duration.

**[Mighty Blow] can only be used with [Melee] attacks.** If it is applied to an attack with another Attack Effect, the player must do an additional 2 damage on top of meeting the conditional value of the target Digimon's Stage Bonus to proc the second Attack Effect (effectively, [Target's Stage Bonus + 2]). You cannot apply [Poison] as a secondary effect to [Mighty Blow].

## Certain Strike [A]

**(2 DP, 2 ranks maximum) | LIMITED**
**(Only Ultimate and above may take the second rank of Certain Strike.)**

Choose a single attack. The **[Certain Strike] Tag is applicable to only that attack.**

On taking this quality, for every 4 dice in your base accuracy pool (not counting weapon modifiers, tamer directs, optimizations that boost accuracy, or stances), you gain one automatic success. Each rank indicates a limit to how many dice successes you have, **given that the limit for every rank is two at maximum**.

For example, a Digimon with 14 (base) Accuracy and two ranks of Certain Strike would possess 3 automatic successes towards their attack.

However, when rolling the attack with the **[Certain Strike]** tag, the guaranteed auto-successes are deducted from your dice pool, including when your Digimon changes stances or gains Accuracy Modifiers through their optimization or Tamer Direct.

So in the same line of thought with the previous example, if a Digimon with 14 (base) Accuracy were rolling their attack with [Certain Strike], they would only roll a pool of 11d6, with 3 of their dice automatically counting as successes.

**A Digimon may not have [Armor Piercing] and [Certain Strike] on the same Attack unless they apply both tags to [Signature Move].**

# Weapon [A]

**(1 DP, Up to 3 Ranks) | LIMITED**

Your Digimon has a Weapon, or some type of fighting style it prefers. Attacks which use said Weapon or fighting style may gain a [Weapon] Tag. A Digimon may only have a number of [Weapon] Tagged Attacks equal to the Ranks it has in this Quality. Whenever a Digimon uses a [Weapon] Tagged Attack, it gains a bonus to Accuracy and Damage equal to the Ranks in this Quality.

The number of weapon ranks a Digimon can take is dependent on their stage, indicated by the table below:

| Stage | Number of Weapon Ranks | Digizoid Access |
|---|---|---|
| Fresh, In-Training | 0 | None |
| Rookie | 1 | None |
| Champion | 2 | None |
| Ultimate | 3 | Chrome |
| Mega | 3 | Chrome or Colored Digizoid |

To take Weapon as a quality for a Digimon, the Digimon must possess one of the two given examples. While the Savers-variant of Agumon would be able to take Weapon because his fighting style focuses more on physical brawling, the Adventure-variant of Agumon would not be able to.

In a similar branch of thinking, a BushiAgumon would be able to take Weapon due to possessing an actual sword. Keep those things in mind before selecting this quality for Digimon at the Rookie and Champion Level.

With higher stages in particular, it's easier to fluff and justify that your Digimon has a type of Special Energy or Fighting Style that it prefers, which is completely fair to take the Weapon Quality.

**This Quality cannot be taken if the Digimon possesses Instinct.**

## Slayer [S]

**(1 DP)**

Slayer is a very specific Quality: when you purchase this Quality, choose a type of target based on a Family or Type of Digimon (Dragon, Demon, Beast, etc). The Digimon gains a bonus equal to its RAM value when making Accuracy checks against targets who match its preferred enemy which was chosen above.

Additionally, if the Digimon fits into one of these Families or Types itself, on a Missed Attack it takes unalterable damage equal to the number of stages it is above Fresh. For example, if a Champion stage Digimon misses in this scenario, it would take 3 points of unalterable damage.

*Be sure to consult your GM before you take and decide on this Quality.*

## Huge Power [T, A]

**(2 DP) | Prerequisite for Overkill**

The Digimon may reroll any 1's that appear when making an accuracy roll. This may be used only once a round for attacks tagged [Ranged], but [Melee] tagged attacks have no such restriction.

## Overkill [T, A]

**(2 DP) | Requirement: Huge Power**

Once per round, Digimon may reroll any 2's that appear when making an accuracy roll.

## Aggressive Flank [S]

**(2 DP) | Prerequisite for Coordinated Assault**

Whenever this Digimon is either within the Digimon's [Burst][Ranged] Radius of an ally, or it and an ally are both adjacent to an enemy, the Digimon gains a bonus to its Accuracy equal to its own RAM Value.

This only applies to the Digimon who has Aggressive Flank.

## Coordinated Assault [T]

**(3 DP) | Requirement: Aggressive Flank**

The Digimon may Mark a single target as a Simple Action. A Target who is Marked gains a -3 Dodge Penalty instead of the normal -1 Penalty for each Attack which targets it past the first one in each Round of Combat. This Quality may only have one active target.

The Mark vanishes if the user loses the Quality (usually by Evolution) or is defeated. If the original target of the Mark is defeated, the user of this Quality may change the target as a Free Action. This affects Uncatchable Target and Absolute Evasion.

## Area Attack [T, A]

**(2 DP per Rank)**

For each Rank you take in this Quality, you may apply an [Area Tag] to an Attack. There a few things to keep in mind:

- **Each time you take a Rank in this Quality, you must choose a different [Area Tag] and a different Attack to apply it to.**
- You cannot have one Attack with two [Area Attack] tags.
- Attacks hitting multiple targets at once makes the targets gain a bonus to their Dodge equal to their RAM value.
- **Some Area Attacks must be applied to either a [Melee] or [Ranged] Attack, some may be applied to both.** With the exception of the [Pass] effect, all Area Attacks which can be applied to either Melee or Ranged only have their minimum size when applied to a [Melee] Attack.
- **An Attack with an [Area Tag] can still be used as a single-target attack with no accuracy penalty, as the user may choose to use the Attack in an area or not.**

For example, if I apply [Line] to a [Melee] Attack, it can never create a zone greater than a 1 meter by 5 meter rectangle. Each Tag shows a visual example, or a template, and several include templates for both organic and grid-based combat.

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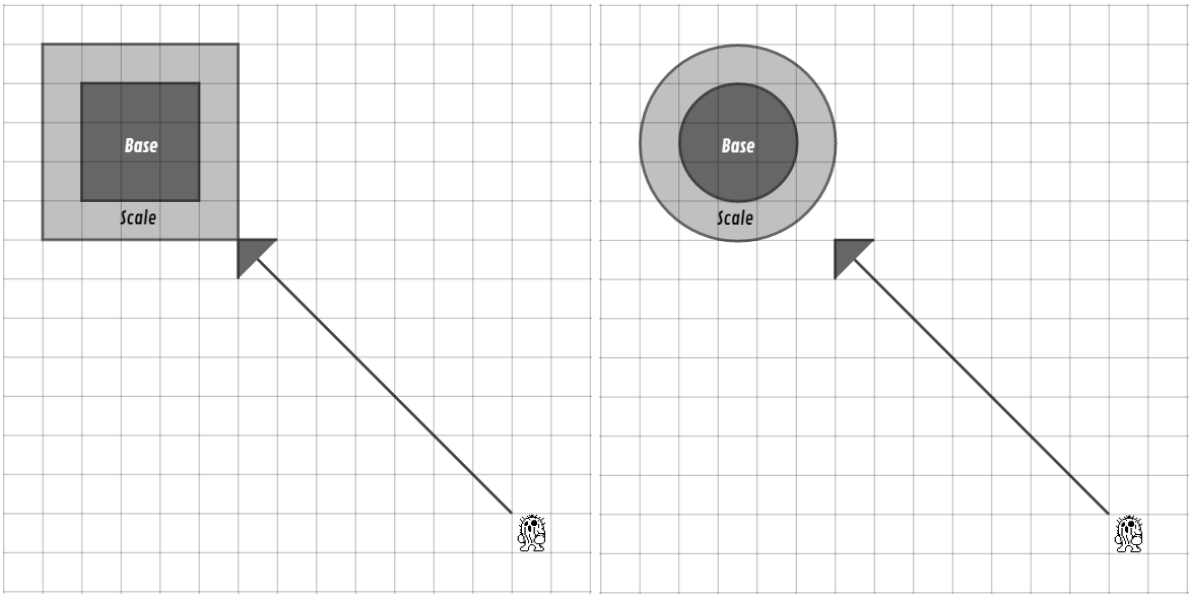
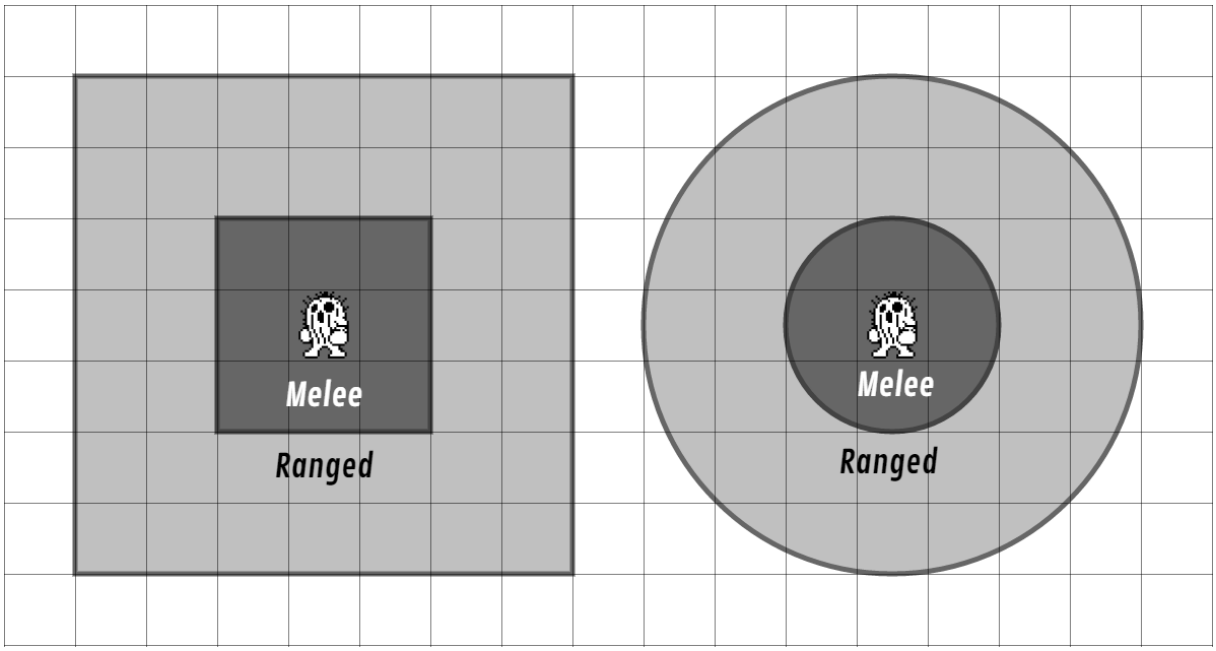
**[Blast] -** Ranged only.
Blast Attacks create a circular zone whose origin point is somewhere within the user's Range. The diameter is 3 Meter at base, but the user may add their BIT Value to the diameter.

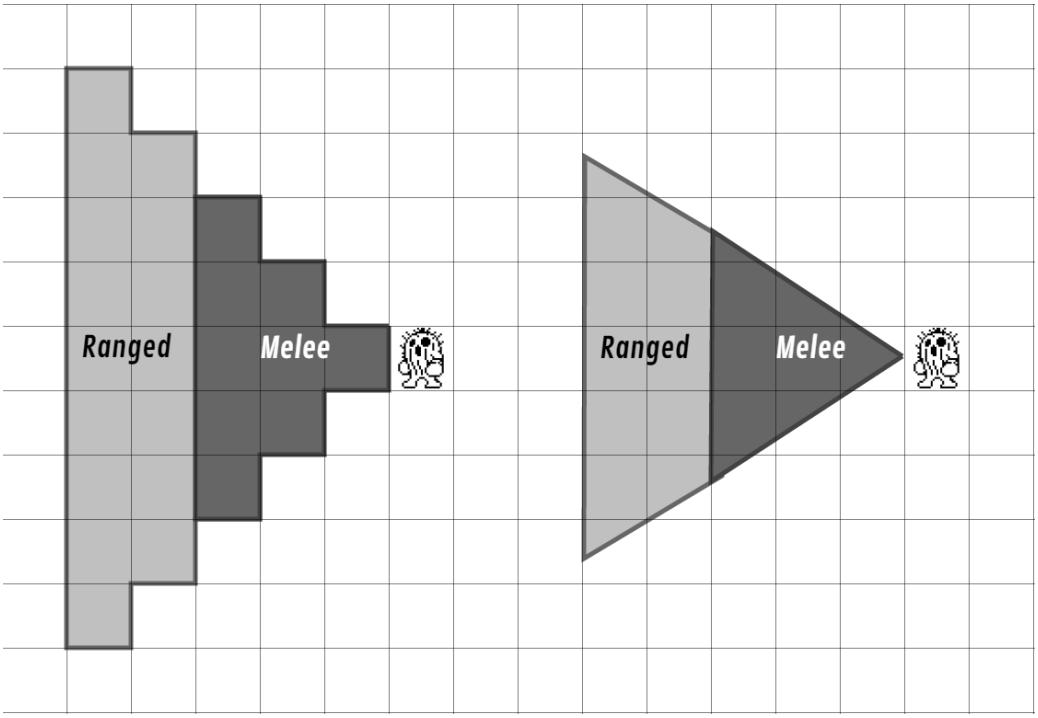



**[Burst] -** Melee/Ranged.
Burst Attacks are a circular zone with the user at the point of origin. The base radius is 1 Meter, however the user may add their BIT Value+1 to the radius. The [Burst] goes outward from the user, and thus the user is not considered a target for the purposes of Damage or Effects.



**[Close Blast] -** Melee/Ranged
Close Blasts originate in a circular zone adjacent to the user. The circle's base radius is 2 Meters. The user may add their BIT Value to the radius.

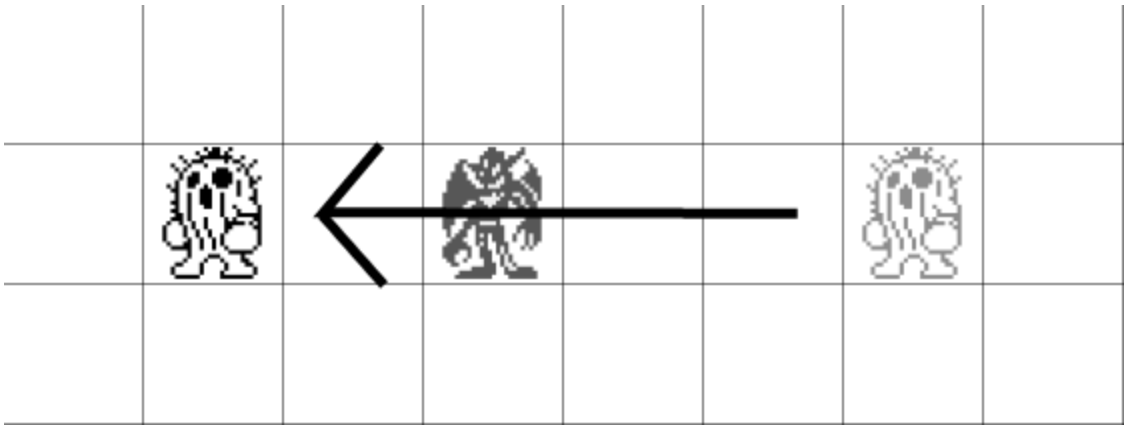
**[Cone]** - Melee/Ranged.
Cone Attacks create an equilateral triangle, or a cone, which originates adjacent to the user. The shape has a base length of 3 meters. The user may add their BIT Value to the length.



**[Line]** - Melee/Ranged.
Line Attacks create a pillar which originates adjacent to the user. The pillar's length is 5 meters at base. The user may add double their BIT value to the length. The pillar's width is 1 at base, but the user may add 1 to the width for each Size Class they are above Large. If the pillar would hit a solid wall, it may 'bounce' off of the wall, and potentially hit additional targets.

**[Pass]** - Melee only.
Pass Attacks have the user charge in a straight line in a given direction, hitting every target along the way. Once the Pass Attack is called, the direction can not be changed. They may move a distance equal to a chosen Movement score, and then continue to move an additional number of meters equal to (or less than) their RAM Value.

A Pass Attack requires Movement to use; so if the user has a Pass Attack they must use up two Simple Actions to use it. However, if the Pass Attack has the [Charge] Tag (detailed later), this rule is ignored and the Pass Attack only takes up one Simple Action.



One other thing to note about [Area Attacks] is that they are called at will; just because your attack may have the tag doesn't mean that you have to use your attack as an [Area Attack] every time.

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## 3.04a - Counterattack Qualities

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### Counterattack [T, A]

**(2 DP) | Prerequisite for Counterblow**

Once per combat, if an enemy were to miss with an Attack, you may make a free attack with them as the sole target (you may not use this Quality while also using the attack as an Area Attack). You may choose any Attack on your Attack List otherwise. The target only rolls half of their Dodge Pool in response to the new Attack.

### Counterblow [T, A]

**(3 DP) | Requirement: Counterattack**

Choose one Attack to apply a [Counter] Tag to. Whenever the Digimon activates the Counterattack Quality and uses the tagged Attack, the target of the tagged Attack may only apply 1/2 of their Armor Stat, in addition to the penalty to their Dodge Pool.

### Cross Counter [T, A]

**(3 DP) | Requirement: Counterattack**

If an enemy misses a [Melee] tagged attack against you, you may perform a counter without expending the once per fight use. However, you must instead take the missed attack, without rolling Dodge and take an Armor penalty equal to your Stage bonus.

**This may not be taken alongside Combat Monster, and does not trigger Counterblow.**

# 3.04b - Stealth Qualities

## Hide in Plain Sight [S]

**(2 DP) | Prerequisite for Shade Cloak and Sneak Attack**

Anyone attempting to spot the user of the Hide in Plain Sight Quality takes a penalty to their Roll to find them (usually Perception) equal to double the Digimon's RAM value. The Digimon may become transparent, be capable of disguising itself to be less obvious, or maybe just really good at finding a place to hide.

## Shade Cloak [T]

**(2 DP) | Prerequisite: Hide in Plain Sight**

The Digimon may now apply their Hide in Plain Sight bonus to all allies within its [Burst] [Ranged] radius.

## Sneak Attack [T]

**(2 DP) | Prerequisite: Hide in Plain Sight**

If the Digimon is hidden from its target thanks to a successful Stealth (Agility) check versus the target's Perception (Brains), it gains a bonus to Accuracy and Damage on the next Attack it makes equal to its RAM value doubled, against the target.

The Digimon must have some means of going unseen or unnoticed for this Quality to be activated (simply standing in plain sight with a weapon drawn and making a Stealth Check will not let you activate the Quality). This Quality may only be activated once per combat session, or twice if the first round of combat is a Surprise Round.

## Glamor [T]

**(2 DP) | Prerequisite: Shade Cloak**

The Digimon is capable of applying a Glamor to their allies, and allowing them to have a different appearance, at the cost of their allies no longer benefiting from the Hide and Plain Sight Bonus, so as long as this Quality is in effect.

Glamor is achieved by the Digimon making a Stealth Roll and succeeding the TN of [12 + Stage Bonus]. The Glamor given by this effect must be established (i.e., if Bacomon wanted to give everyone Glamor to look like other Bacomon variants, he may do so, but only that).

Glamor disappears if a person is unable to maintain their own cover (through a Manipulate Check,) or if they are physically grabbed by an entity questioning their integrity. **This Quality cannot be taken with Illusionary Overlay.**

## Illusionary Overlay [T]

**(2 DP) | Prerequisite: Shade Cloak**

The Digimon is capable of overlaying illusions in reality, as a Complex Action. The Digimon must have a specified effect for this Quality (i.e. If Bacomon wanted to make his Overlay put boxes everywhere to hide his friends, that would be the effect that would occur every time).

The Illusion can be left in an area as a cover or a working distraction, but disappears if one of these two things occur:

- The Overlay is attacked or moved through, which prompts the Digimon that made it to know it was destroyed.

- The Digimon who made the Overlay travels more than [(Stage Bonus + 1) x 10] meters away from its creation point. Overlays cannot move along with the Digimon with Shade Cloak.

**This Quality cannot be taken with Glamor**.

## Substitute [T]

**(2 DP) | Prerequisite: Sneak Attack**

The Digimon has a keen sense of escapism. When the Digimon is targeted by an attack, and their dodge fails, they may choose to make a Substitute to take the blow instead. This is achieved by the Digimon making a Stealth Check and succeeding against the Attacking Digimon's Perception Check.

- If the Stealth Check succeeds, the Digimon forfeits 1/5 of their Wound Box Pool Total (rounded down), but does not suffer from the attack itself (negative effects included). Additionally, if the attacking Digimon had a Combat Monster Count, this count is considered to be reset as the attack is considered to be successful.

- The Digimon may create Substitutes up to three times in a single combat. The Damage taken from Substitute does not stack with Combat Monster.

- If the Digimon cannot pay the Wound Box cost to make a Substitute, it doesn't activate. Additionally, you need at least 1 Wound Box left over to trigger this quality.

- If the Stealth Check fails, the Digimon is hit by the attack as normal.

# 3.05 - Defensive Qualities

## Absolute Evasion [S]

**(3 DP, 2 ranks maximum) | LIMITED**
**(Only Ultimate and above may take the second rank of Absolute Evasion.)**

When taking this quality, for every 4 dice in your base dodge pool (not counting armor modifiers, tamer directs, or stances), you gain one automatic success towards your dodge rolls. **The limit on how many automatic successes you gain equals the ranks in this quality x 2. However, every attempted dodge onward diminishes the number of guaranteed dice by 1.**

For example, a Digimon with 8 Dodge and a single rank of Absolute Evasion would possess 2 automatic successes for the first time they are targeted by an attack. To reflect this, their Dodge Pool is lowered by the amount of auto successes that they're granted when taking this quality.

So in effect:

- The Digimon with 8 Base Dodge and 2 Auto Successes would roll 6d6 [2 Auto Successes] the first time around.
- The second time they are attacked, it would be 6d6 [1 Auto Success].
- The third time they're attacked, the pool would drop to 5d6, and they would have no auto successes left for that round.
- At the beginning of the new round, the auto successes and the dodge dice pool resets.

For this reason, you cannot purchase this quality with **Data Specialization: Uncatchable Target.**

## Agility [T]

**(2 DP) | Prerequisite for Avoidance**

Once per round, the Digimon may reroll any 1's that appear when making a dodge roll.

## Avoidance [T]

**(2 DP) | Requirement: Agility**

Once per round, the Digimon may reroll any 2's that appear when making a dodge roll.

## Combat Awareness [S]

**(1 DP, Up to 3 Ranks)**

Combat Awareness has a varying bonus which is affected by how many Ranks you take in the Quality. The effects of each Rank stack with the other Ranks.

- **Rank 1:**
  Add your Ranks in Combat Awareness to your Initiative in the first round of Combat.

- **Rank 2:**
  Add your Ranks in Combat Awareness to your Dodge for the first round combat of Combat.

- **Rank 3:**
  Add your Ranks in Combat Awareness to your Accuracy for the first round of Combat. The Digimon treats Surprise Rounds triggered against it as a normal round of combat.

# 3.05a - Combat Monster Tree

## Combat Monster [S]

**(2 DP) | Prerequisite for Berserker OR Braveheart**

Whenever the Digimon takes damage from an enemy or a quality (like Overwrite or Violent Overwrite), it gains a cumulative bonus to the Damage of its next successful Attack equal to the number of Wound Boxes it has lost since the last successful Attack. For example, if the Digimon takes 4 damage, misses, takes 3 damage, then connects, the Attack deals an additional 7 Damage and then the bonus resets.

Combat Monster caps in accordance with a Digimon's Health Stat and not the Digimon's total Wound Boxes; ergo, if a Digimon has a Health stat of 10, the Digimon's Combat Monster cap is 10.

## Berserker [T]

**(2 DP) | Prerequisite: Combat Monster**

The Digimon gains a Rage Meter, which is represented by 2d6, both dice starting at 1 (meaning the Rage Meter begins at 2). **Normally, the Rage Meter is inactive, but may be activated as a Simple Action.** A Digimon gains/loses Rage in methods listed below:

- Whenever the Digimon connects with an Attack, it gains +1 Rage.
- Whenever it is hit by an Attack, it gains +1 Rage.
- If a whole Round passes by without the Digimon using an Attack or being hit by an Attack itself, it loses 4 Rage.

The Rage Meter must be active for the Digimon to gain Rage. **For every point the Digimon has in Rage, it gains a +1 bonus to Armor and Damage, but a -1 penalty to Accuracy and Dodge.**

However, when the Rage Meter is filled (in this case at a value of 12), the Digimon goes berserk and is now under the GM's control, generally attacking everything on sight. The Rage Meter may be deactivated as a Simple Action involving a TN 5+(Rage) Persuade Check from the Tamer or another Ally.

**This Quality cannot be taken with Braveheart.**

## Boiling Blood [S]

**(1 DP, Up to 3 Ranks) | Prerequisite: Berserker**

For each Rank in Boiling Blood, the user of this Quality lowers the penalty to its Rage Meter on a round without a connected Attack by 1. For example, if you take Boiling Blood Rank 2, on a Round where the Digimon does not Attack, and an Opponent does not hit with an Attack, it only loses 2 Rage instead of 4.

## You Won't Like Me When I'm Angry [S]

**(3 DP) | Prerequisite: Boiling Blood**

Double the number of dice used to track the Digimon's Rage Meter (2 to 4). This means the Digimon's Rage starts at 4 and can go as high as 24. Adjust all calculations for the Rage mechanics accordingly.

---

## Braveheart [T]

**(2 DP) | Prerequisite: Combat Monster**

If the Digimon has under half of their Wound Box Total, the Digimon may take **[Brave Stance]** as a simple action. **[Brave Stance]** allows for The Digimon to gain the use of the [Guard] Action, as described below:

- **[Guarding]** is a simple action. **If the Digimon chooses to [Guard] for that turn, their Armor is counted as x1.5 when defending against an attack, while movement is penalized by the Digimon's Stage Bonus.**

If the Digimon would be healed back to over half of their Wound Box Total, they are removed from [Brave Stance] into [Neutral Stance].

**You cannot take this quality along with Berserker or Gain Force: Overwrite, or Gain Force: Undying inForce.**

## One for All [S, T]

**(2 DP) | Prerequisite: Combat Monster, Braveheart | Must be Ultimate Level or Higher**

Upon taking this quality, the Combat Monster cap mirrors your Wound Box Count.

Additionally, If you choose to [Intercede] while in [Brave Stance], should you survive the attack, you gain the effect of **[Guts]**. When **[Guts]** triggers, two things occur:

- For every active ally Digimon within the Digimon's Melee Burst Radius, the Digimon gains an additional point of Damage to their Combat Monster count (minions do not count towards this).

- The Digimon with **[Guts]** gives all allies within its Melee Burst Radius the same amount of Damage that they survived for that attack, for their next Attack, in a similar vein of Combat Monster.

**For example:**

---

WarGreymon and MetalGarurumon are fighting against Diablomon.

WarGreymon, in Brave Stance, intercedes for MetalGarurumon and takes 6 damage after armor.

Because MetalGarurumon is within WarGreymon's Melee Burst Radius, WarGreymon receives an additional +1 to his Combat Monster Count, and gives MetalGarurumon the same benefit of Combat Monster Damage that he took during that intercede action.

Ergo, both WarGreymon and MetalGarurumon have a +7 to their next damage-dealing attack.

---

In the case where WarGreymon took prior damage beforehand and had a pre-existing Combat Monster count, MetalGarurumon would not receive the full count and would only receive the [Guts] benefit of the damage taken of the attack WarGreymon survived when he interceded.

Effectively, [Guts] can only be triggered when the Digimon is in [Brave Stance]. If the Digimon is knocked out, or healed back to over half their Wound Box Total, they lose the effect of [Guts] as well.

# 3.06 - Boosting Qualities

## Improved Derived Stat [S]

**(1 DP per Rank, up to 10 for each Derived Stat) | Prerequisite for Prodigious Skill**

Whenever you take Improved Derived Stat, choose one of your Derived Stats (Body, Agility, or Brains) and increase it by 1. If a Stat has been chosen for a Digimon's Improved Derived Stat, it now counts as "trained" and instead of adding the appropriate Spec Value (BIT, RAM, or CPU) when making a Skill Check, the Digimon instead adds ½ of the corresponding Derived Stat (Brains, Agility, or Body).

## System Boost [S]

**(3 DP, up to 9 Ranks*)**

For each Rank you take in System Boost, increase one of the Digimon's Spec Values by 1. You may not more than double the Digimon's Base Spec Values in this manner. The stat may still be improved by Derived Stats as per usual after System Boost is applied. You may not choose a specific stat more than 3 times with System Boost.

## Prodigious Skill [S]

**(2 DP per Rank) | Requirement: Improved Derived Stat***

Whenever you take Prodigious Skill, choose a specific Skill that corresponds with a Tamer's list of Skills (such as Feats of Strength, Stealth, Perception, etc). The Digimon may now use their full Derived Stat (Brains, Agility, or Body) when making checks for that specific type of Skill.

In order to take a chosen skill, you must have first taken a rank of Improved Derived Stat for the appropriate Derived Stat that corresponds with the Tamer Attribute that the Skill is under (for example, if a Digimon wanted to take Prodigious Skill: Feats of Strength, they would have had to have taken Improved Derived Stat: Body first).

For quick reference:

- Body covers Body
- Agility covers Agility
- Brains covers Charisma, Intelligence, and Willpower.

## Instinct [S]

**(1 DP, Up to 3 Ranks)| LIMITED**

Your Digimon possesses a driving force behind its movements, derived from the energy of its own being. For every rank of Instinct, the Digimon gains an equivalent bonus to its Dodge, Health, and Base Movement.

The number of ranks a Digimon can take is dependent on their stage, indicated by the table below:

| Stage | Number of Instinct Ranks | Gain Force Access |
|---|---|---|
| Fresh, In-Training | 0 | None |
| Rookie | 1 | None |
| Champion | 2 | None |
| Ultimate | 3 | Overwrite |
| Mega | 3 | Overwrite or Gain Force |

**This Quality cannot be taken if the Digimon possesses Weapon.**

---

## Reach [S]

**(2 DP, Up to 3 Ranks)**

The Digimon is able to use [Melee] Attacks and Initiate Clashes at a Range equal to the number of Ranks in this Quality doubled (for example, if the Digimon has Reach Rank 3, it can make Melee Attacks up to 6 meters away from itself). If the Digimon uses a [Melee] Attack with an Area Tag, they may have the point of origin be anywhere within its reach.

# 3.07 - Utility Qualities

## Technician [S]

**(1 DP, up to 3 Ranks) | Prerequisite for Trojan and Firewall**

A Digimon with Technician is skilled at repairing code and technology, and by default can read and comprehend Digicode for its Tamer. It also gains a +4 bonus to repairing or deciphering code and machinery, or simply rebuilding things in the Digital World, per Rank in this Quality.

## Firewall [S]

**(2 DP) | Requirement: Technician Rank 1**

The Digimon gains a bonus to routing out intruders and otherwise protecting the code it's currently working on equal to its Technician Rank. In addition, the Digimon may purchase an additional 3 ranks of Technician.

## Trojan [S]

**(2 DP) | Requirement: Technician Rank 1**

The Digimon gains a bonus to getting to places it shouldn't be and otherwise invading protected areas equal to its Technician Rank. In addition, the Digimon may purchase an additional 3 ranks of Technician.

## Tracker [S]

**(1 DP, up to 3 Ranks)**

Tracker makes a Digimon significantly better at finding its target. It gains a +4 bonus to Perception (Brains) checks to find hidden traps or enemies in the immediate area, or follow a trail. If the Digimon has a proper tool to track the target, such as clothing or a trail of footprints, it gains an additional +2 bonus per Rank in Tracker.

## Tumbler [S]

**(1 DP)**

The Digimon gains bonus damage reduction equal to its RAM value doubled when taking damage from falling or being thrown. If the Digimon also possesses Advanced Mobility: Jumper, you negate all Damage from falling.

---

## Naturewalk [S, T]

**(1 DP, Up to 2 Ranks) | Prerequisite for Element Master**

The Digimon is at home on a certain type of Terrain, or finds themselves at home within a certain element. For each Rank you take in this Quality, choose an Element. Be sure to talk to your GM when taking this Quality; they might not have a lot of the Terrain or Element Source in mind for their campaign. **The first rank of Naturewalk is "free" to be taken, and does not have a cost.**

The Digimon does not suffer Movement penalties from Difficult Terrain of its chosen environment. They may still not be able to pass certain types of terrain, as ruled by the GM, if it is particularly harsh (for example, having a Fire-based Naturewalk would not allow your Digimon to walk or swim in molten lava).

Naturewalk is something of a "fluff" quality, but is still worth taking as being in certain biomes and possessing their associated element gives a conditional bonus.

---

### Fire

Recommended for Dragon's Roar and Unknown. This Element is representative of Deserts, Volcanic Areas, Dunes, Crags, or other areas with extreme conditions. **The Digimon is resistant to hot temperature conditions, and gains a +2 Damage Bonus within areas of their associated element.** A Digimon with Naturewalk Fire cannot be [Burned].

### Water

Recommended for Deep Savers. This Element is representative of water-based terrains, such as Oceans, Rivers, and Lakes. **The Digimon can breath underwater. When this quality is taken with Advanced Mobility: Swimmer, when in areas of their element (specifically, in water-based combat), they gain +2 Temporary Wound Boxes.** These do not replenish themselves until next combat

---

### Wind

Recommended for Wind Guardians. This Element is representative of the Mountainous Regions, open skies, and Plateaus. Open areas where winged creatures thrive are hallmarks of this terrain, and are resistant to high winds. **When in areas of their element, they gain a +2 to Dodge.**

### Ice

Recommended for Digimon that fall under Deep Savers or Nightmare Soldiers. Icy Mountains, Glaciers, Tundra, embody this type of Terrain. **The Digimon is resistant to cold temperature conditions, and gains a +2 Armor Bonus when in an area of their associated element.**

---

### Thunder

Recommended for Virus Busters and Metal Empire. This covers electrically-charged areas, hazardous factories, and the like. This also covers areas that are prone to lightning strikes. **The Digimon is treated as if they have an additional rank of Resistance to attacks tagged with [Paralysis].**

### Wood

Recommended for Nature Spirits and Jungle Troopers. Forests, Jungles, Swamps, and Marshes are some examples of these terrains. **When in appropriate areas (as decided by the GM), having this Naturewalk reduces [Poison] minimal duration to 2 instead of 3.**

---

## Earth

Recommended for Nature Spirits and Jungle Troopers. This element is representative of Caves, Savannahs, Cliffs, Canyons, Valley-like biomes. **When this quality is taken with Advanced Movement: Digger, in qualifying areas, the Digimon is treated as if it has an additional rank of Armor Piercing on all moves.**

## Darkness

Recommended for Unknown, Dark Area, and Nightmare Soldiers. This covers areas that are dim, or potentially Halloween-like. Think of the Overdell Cemetery from Digimon World 1, where it prohibits Vaccine or Data-type Digimon from entering! **The Digimon can see through dark or dimly-lit areas unimpeded.**

---

## Steel

Recommended for Metal Empire and Unknown. Steel denotes Civilization, Factories, and the like-- whether it lies in ruins or is greatly condensed. When navigating Urban Environments, the Digimon gains a +2 Movement Bonus. **In addition, when this quality is taken with Advanced Movement: Wallclimber or Advanced Movement: Jumper, the Digimon gains an additional +2 Movement when in Urban Environments.**

## Light

Recommended for Virus Busters and Wind Guardians. This covers holy grounds or angelic areas, where the impure would not be able to tread. If you're familiar with Digimon World 1, think of the Ice Sanctuary area that prohibits Data and Virus-type Digimon from entering. **The Digimon is treated as if they have an additional rank of Resistance to attacks tagged with [Blind]**.

# 3.08 - Support Qualities

## Quick Healer [T]

**(1 DP) | Prerequisite for Regenerator**

At the end of combat, the Digimon may re-roll any dice that show up as 1's when making a Recovery check. **A Recovery Check may be called by the player or GM post-battle, where the player will roll their Digimon's Health Score.** For every success, the Digimon regains 1 Wound Box.

## Regenerator [S]

**(1 DP, up to 3 ranks) | Requirement: Quick Healer**

This Digimon possesses an innate ability to recover from their wounds at an abnormal pace. In tandem with [Quick Healer], their overall recovery gains a guaranteed Wound Box at the same rank of this invested quality.

## Second Wind [T]

**(1 DP) | Requirement: Quick Healer, 1 Rank of Regenerator**

Digimon may make a single Recovery Check during combat as a Simple Action but may not attack the turn that they do. This recovery roll is not affected by Huge Power or Overkill.

## Resistant [S]

**(1 DP, Up to 3 Ranks) | Prerequisite for Decisive Defenses**

For each Rank in Resistant a Digimon has, it decreases the duration of incoming [Effect] Tagged Attacks by 2 Rounds (this Quality cannot bring the Duration below 1 Round (3 Rounds for Poison).

## Decisive Defenses [S]

**(2 DP) | Requirement: Resistance Rank 3**

Resistant now only changes the duration of negative effects, no longer lowering the duration of positive effects.

## Selective Targeting [S]

**(2 DP)**

The Digimon's [Area] tagged Attacks will no longer be able to Damage Allies or place negative Effects on them such as Poison, Weaken, or Blind. Inversely, enemies the Digimon attacks will not be able to gain benefits from positive Effects such as Shielding, Strengthen, or Cleanse. This does not apply if the Attack has a single target.

Additionally, if the Digimon has Selective Targeting, when targeting a specific Digimon that is locked in a clash with someone else, rather than both Digimon having the benefit of both of their CPU scores added to their respective armor scores, the Target Digimon only benefits from their own.

---

## Crybaby [T]

**(1 DP)**

If a Digimon with the Crybaby Quality would be targeted by an Attack, a nearby ally may Intercede without taking any action penalties on their next round. This Quality may only be activated once per combat.

## Pack Master [T]

**(2 DP) | Requirement: Crybaby**

If a Digimon with the Pack Master Quality would be targeted by an Attack, a nearby ally within a number of meters equal to the Pack Master's Stage Bonus may Intercede without taking any action penalties on their next round.

# 3.09 - Attack Effects [A]

Attack Effects are exactly what their names suggest. They are qualities used to give an extra effect to your attack, which can potentially give you an edge in battle. At any point, an effect can only be applied to a single attack, so choose wisely, given that you cannot use an attack twice in the same turn! Do note, that qualities have different costs as indicated, as well as different categories, being as follows:

**Positive [P]**, **Non-Aligned [N/A]**, and **Negative [N].**

**1 DP**:

- Immobilize [N]
- Taunt [N]
- Fear [N]
- Knockback [N/A]
- Pull [N/A]

**2 DP**:

- Poison [N]
- Confuse [N]
- Stun [N]
- Lifesteal [N/A]
- Vigor [P]
- Fury [P]
- Cleanse [P]
- Haste [P]
- Strengthen [P]
- Weaken [N]
- Swiftness [P]
- Vigilance [P]
- Distract [N]
- Exploit [N]
- Pacify [N]

**3 DP:**

- Blind [N]
- Paralysis [N]
- DOT [N]
- Shield [P]
- Regenerate [P]
- Lag [N]
- Burn [N]

---

**For more information on the Attack Effects, see the 5.06 - Attack Effect Glossary.**

**3.09a - Effect Categories**

As stated before, Attack Effects can be powerful tools that can give Digimon edges in battle. When an Attack Effect is taken, the Digimon gains use of a tag of that effect, a single application may be applied to any of their available moves. Attacks may not have multiple effects.

Moving forward, Attack Effects work differently dependent on what their labels are.

- **Positive [P]** Effects are typically used by other Digimon to support their allies.

  To give a Positive Effect, the Digimon rolls Accuracy to hit the Digimon, while their Allies roll Health to establish the duration of the Effect.

- **Negative [N]** Effects are used by Digimon to inflict ailments on other Digimon.

  To inflict a Negative Effect, the Digimon rolls Accuracy, while their enemies roll Dodge to evade it; if they are hit, the subsequent accuracy successes determine the duration of the effect.

- **Non-Aligned [N/A]** Effects with this label are considered to be neutral. [N/A] Effects work on the same principle as Negative Effects, due to not having any inclination towards Positive or Negative.

---

**3.09b - How Effects Work:**

- **Once an Attack Effect Tag is bought, Digimon are allowed to create Attacks with an [Effect] Tag with or without a [Damage] Tag.** If it doesn't have a [Damage] Tag, it must have the [Support] Tag.

- If it **doesn't** have a [Damage] Tag in favor of a [Support] Tag, the effect must hit in order to activate. If it **does** have a [Damage] Tag, it must do at least 2 damage in order to activate.

- **Each [Effect] Tag has a separate, scaling potency based on one of the Digimon's SPEC scores, as specified by the [Effect].**

- If a Digimon would use the same [Effect] Tag on a Digimon already affected by the [Effect], they simply increase the duration by the leftover Accuracy Dice. **If an [Effect] would be applied, it cannot have a Duration below 1.**

- If an [Effect] would alter Stats, it does not alter Derived Stats.

- A Digimon may benefit/suffer from multiple effects as long as they have different names.

---

**3.09c - About [P] Effects:**

- As stated before, [P] Effects, when given as a buff to an ally: **the Digimon rolls Accuracy, while the target ally rolls Health to determine the [Effect] duration.**

- If the [P] Effect is single-target, the [Effect] has a guaranteed duration of 1. Health is still required to be rolled to determine the duration of the buff beyond that.

**For example**:

Agumon rolls 2 Successes in an attempt to give Gabumon [Fury].

Gabumon rolls 3 Health Successes.

Ergo, Gabumon has Fury for 2 turns.

Even if Gabumon had rolled 0 Successes on his Health Roll, he would still receive a guaranteed duration of 1, no matter what. Ergo, whether you meet the same number Accuracy Successes or not will always give you 1 Duration for the Effect in Question. **Any additional Health Successes after meeting the target number of Accuracy Successes gives you +1 Duration.**

- However, **if a [P] Labeled Effect would be used with an AoE, the potency is treated as though it has a -1, and no longer has a guaranteed duration.** At least one Accuracy Success must be rolled. Therefore, if the recipients don't reach the target number of Accuracy successes with their Health Roll, they do not receive the buff.

- A Digimon may self-buff if the buff is used with a [Melee] tag. However, the Digimon must roll Health to determine the duration of the Effect. You cannot self-buff with Shield, without the use of an [Area Attack] Tag.

The following [P] Effects, if **Single-Target**, do not require the ally to roll Health:

- [Shield] - Detailed in Section 5.06.
- [Haste] - Detailed in Section 5.06.
- [Purify] - Detailed in Section 5.06.
- [Revitalize] - Detailed in Section 3.13.

**3.09d - About [N] and [N/A] Effects:**

- As stated before, **to inflict a Negative Effect, the Digimon rolls Accuracy, while their enemies roll Dodge to evade it**; if the target is hit, the subsequent accuracy successes determine the duration of the effect.

- **[N] Effects, when they trigger, have a Duration of X turns, where X is the leftover Accuracy Dice when making an Accuracy Roll with the Attack.**

**For example**:

Aidmon attacks Weedmon, an attempt to inflict [Support] [Fear] against them.

Aidmon rolls (~~4~~ 6 ~~1~~ ~~4~~ 6 5 ~~3~~, 3 successes) = 3 Accuracy Successes

Weedmon rolls (~~1~~ ~~1~~ 6 ~~4~~, 1 success) = 1 Dodge Success

Weedmon is hit by the attack.

Because Weedmon successfully was hit, [Fear] is inflicted for two Rounds.

In the case where Damage was necessary to inflict the [Effect], see Section 5.03 - Damage, to see how Damage is calculated. As stated before, as long as the [Damage] [Effect] Attack hits, and does 2 Damage, the [Effect]'s duration would be calculated through leftover Accuracy Successes.

- If another Digimon applies the same [Negative Effect] Tag on a target who is affected by the same [Effect] Tag, but the original [Effect] was applied by a different Digimon, it adds to the duration as normal, but the Potency of the [Effect] is changed to match the newest instance of an [Effect].

  Meaning, if a Witchmon used Immobilize 3 (meaning the debuffed foe takes -6 Movement), and an ally Wizarmon uses his own instance of Immobilize with a potency of 2 (which is a -4 penalty to Movement), the Wizarmon's Immobilize Effect would increase the duration of the effect, but the original potency would be lowered to -4, and not -6.

- [N] Effects can lower an opponent's stats to 1, but cannot go lower than 1.

# 3.10 - Advanced Qualities

Advanced Qualities are essentially the next step into Digimon Building. Compared to the Qualities in the prior section, some of these Qualities can offer Digimon powerful tools,

Some qualities synergize with others better, but ultimately, it's up to you as a player to decide what kind of traits your Digimon have. Greater specialization begins to rear its head here, as many options lead to different choices or play styles that you may prefer as a player.

---

## 3.10a - Element Master Tree

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### Element Master [T]

**(2 DP) | Prerequisite: Naturewalk**

The Digimon gains the ability to manipulate an aspect of nature of their associated element that was taken when they took Naturewalk. If Naturewalk was taken multiple times, the player must pick one Element. The Digimon may only manipulate natural sources of the element: magical, modified, or otherwise GM-decided outliers may not be manipulated.

Within its [Burst] [Ranged] radius, the Digimon may also change Difficult Terrain into Basic Terrain of its chosen element as a Simple Action, or vice-versa. They may also change the positioning of the terrain to create structures and trails out of it, moving a number of cubic meters of said Element equal to their BIT value times three.

**You may only take Element Master once.**

# Domain Control [T]

**(1-2 DP) | Prerequisite: Element Master**

For intents and purposes, the Element Master is now capable of imbuing the terrain with an additional effect. **Domain Control** is special in the regard it now can afflict an effect with a potency of the Element Master's BIT/2 (rounded down) unless specified otherwise.

Creation requires a complex action, and a natural source of the Element in question to exist, as per Element Master rules. However, the modified terrain has a lasting duration of the user's Stage Bonus, and the affected scope is limited to the Element Master's [Ranged - Burst] radius, in either an **[Aura Domain]** or a **[Stationary Domain]**.

---

**Stationary Domains** are as the name implies. Once the area of effect is created, that is the controller's "space".

**The Domain Controller cannot leave a Stationary Domain or else the effect disperses.**

**Aura Domains** follow the Domain Controller around in a Burst Radius.

**However, if a quantifiable amount of the Element is not present, the Aura Domain disperses.**

---

Domain Control is unaffected by Selective Targeting; in the event of a negative effect within a domain, only those with Element Master or Naturewalk of that specific element are unaffected. When inside a Domain Control with a positive effect, everyone gains the benefit at the start of the next round-- enemies and allies alike.

**Elements are in shared Categories as to what effects can be taken based on the Element Mastery in question, but talk to your GM when attempting in game to see whether a terrain type can be applied to your battlefield or surroundings.**

Listed below are the Domain Types, and their Elements*.

*If you want to take an element that's not included in the basic ten derived from the Legendary Warriors, consult your GM on what category can be taken with your element of choice. **To note, if someone possesses the same Naturewalk as the Domain Control in question, they are unaffected (with certain exceptions).**

---

## Fire / Water

**Treacherous Fire - [Stationary]**
**(1 DP)**

Terrain is considered difficult to traverse, and those within the Elemental Master's Burst Radius suffer from **[Burn].**

**Volatile Element - [Aura]**
**(2 DP)**

While within their domain, All of the Elemental Master's attacks are treated as if their target is under the **[Exploit]** Effect, giving all affected units a penalty of the Domain Controller's BIT Score/2. This does not apply to minions.

---

## Earth / Darkness

**Shadow Vale - [Aura]**
**(1 DP)**

For the duration of Domain Control, **[Fear]** is applied at the beginning of each round, giving all affected units an accuracy penalty of the Domain Controller's BIT Score/2.

**Sapping Strength - [Stationary]**
**(2 DP)**
At the beginning of the round, roll 1d6 once for as many targets up to your BIT Score. On a success roll of 5 or higher, [Lifesteal] is inflicted, siphoning/draining 1 Wound Box from all targets. This cannot be affected by Huge Power or Overkill.

---

**For example:** Cherrymon has a BIT score of 4.

There are four Digimon:
Hagurumon (1), Monodramon (2), Terriermon (3), and Palmon (4)

Cherrymon rolls 4d6. ( ~~1~~ 6 ~~4~~ 6, 2 successes) = 2

Monodramon and Palmon are both targeted by Cherrymon's Sapping Strength;

- Monodramon is afflicted with [Lifesteal] and loses 1 WB.
- Palmon would have been afflicted with Sapping Strength, however, Palmon has **Naturewalk: Earth**. Palmon is not affected by the Domain Control.

If there were more than four Digimon in this instance, the Domain Controller would have to assign numeric values to them before rolling the check.

---

### Wind / Ice

**Gusty Garden** - **[Aura]**
**(1 DP)**

Terrain is considered difficult to traverse unless a Digimon possesses the Quality for **Advanced Flight**. **[Knockback]** of the user's [CPU Score] is applied at the start of the new round, blowing back everyone away from the terrain's origin point.

**Cleansing Mist - [Aura]**
**(2 DP)**

Upon entry and for the duration of Domain Control, at the beginning of every round, **[Cleanse]** is applied to any and all Digimon buffs and debuffs and persists for as long as they remain inside. **All effect duration is immediately set to one, including [Poison].**

---

### Thunder / Light

**Rejuvenating Light - [Stationary]**
**(1DP)**

For the duration of Domain Control, **[Regenerate]** is applied at the beginning of each round.

**Thunder Justice - [Aura]**
**(2DP)**

At the beginning of the round, roll 1d6 once for as many targets up to your BIT Score. On a success roll of 5 or higher, **[Paralysis]** is inflicted for the duration of that turn, in addition to a Movement debuff of the same potency as **[Paralysis]**. This cannot be affected by Huge Power or Overkill.

---

**For example**: Jupitermon Wrath Mode has a BIT score of 6.

> There are five Digimon:
> Omegamon (1), Apollomon (2), BanchoStingmon (3), Ravemon (4), and Seraphimon (5)
>
> Jupitermon Wrath Mode rolls 5d6. (~~3~~ ~~1~~ ~~2~~ ~~4~~ 6, 1 successes) = 1 Successes
>
> Seraphimon is targeted by Jupitermon Wrath Mode's Thunder Justice:

- Seraphimon is inflicted with [Paralysis 3], and suffers from a movement debuff of -3.

Because the Domain Controller's BIT Score is larger than the amount of Digimon present, all Digimon are targeted by the Domain Control in question. None of the aforementioned Digimon either have Naturewalk: Thunder, ergo none of them are impervious to the effect of this Domain Control. Both Domain Control Thunder and Earth both work similarly to each other, but their effects differ by comparison.

---

### Wood / Steel

**Natural Limitation - [Stationary]**
**(1 DP)**

**Within this domain, only minions the Domain Controller summons may exist, even if someone else possesses Naturewalk Element that this Domain is derived from**.

When foreign minions enter, the Summoner must make a contested 1d6 roll against the Domain Controller at the beginning of each round. If the Summoner were to fail, one minion is removed, and they cannot be resummoned.

**DG Dimension - [Stationary]**
**(2DP)**

At the start of domain creation, roll 1d6 once; you may have as many targets up to your [BIT Score]/2. All targets conversely roll a 1d6. If the target's roll is less than the Controller's roll, **[DOT]** is inflicted on the target with a duration of one round. This check must be contested by the targets at the start of every other round, and if they succeed the check with a number greater than or equal to what was rolled by the Controller at the very start of this Domain Control's creation, they cannot be afflicted with **[DOT]**.

---

## Adaptive Element [S]

**(1 DP) | Prerequisite: Element Master, Domain Control**

This quality can be taken only once. Choose any of the elemental categories in Domain Control and select either its stationary or aura option. You may now apply that domain with your element of choice when creating Domain Control. For example, if you wanted to flavor a Wind-based "Treacherous Fire" as a Razor Winds inflicting burn-based damage to everyone within the terrain each turn, Adaptive Element is required.

# 3.10b - Conjurer and Summoner Tree

## Conjurer [T]

**(3 DP) | Prerequisite for Mixed Summoner**

You may not take this Quality and Summoner unless you have taken Mixed Summoner.

Upon taking this Quality, the Digimon gains a Summon Pool equal to its BIT Value x3. Each cubic meter of Summoned Object made takes up 1 point from the Summon Pool. Objects are summoned as a Complex Action.

**Be sure to establish what variety and types of things your Digimon can create when taking this Quality, as it cannot be changed later.** For example, a Digimon could be able to create wooden blocks, but not magically be able to also create metal bars out of thin air.

**Summoned Objects work under the following guidelines:**

- **Summoned Objects have a shared pool of Wounds equal to the user's BIT Value x4.** This total is then split amongst the total square meters of Summoned Objects and then rounded down.

- Additionally, **each object has an additional amount of Wounds equal to the user's Stage Bonus**. This value is not modified by taking Effect Warrior.

- The objects have Armor equal to the user's BIT Value x2, and do not have a Dodge pool.

When stacked on top of each other or created in a combined manner, the objects can serve as Blocking Terrain, which will stop any Attacks from going through them to harm whatever is behind it. Blocking Terrain can be destroyed by an Area Attack, even if it is destroyed.

Even if the Objects are destroyed, they may only be summoned once every other turn. Summoned Objects may only be created and placed within the user's [Burst] [Ranged] radius.

# Summoner [T]

**(3 DP) | Prerequisite for Specialized Summoning or Elemental Summoner**

You may not take this Quality and Conjurer unless you have taken Mixed Summoner.

Upon taking this Quality, the Digimon gains a Summon Pool equal to its BIT Value x3. Each Summoned Minion takes up 2 points from the Summon Pool. Minions are summoned as a Complex Action. Minions are by default sized [Medium].

Be sure to establish what variety and types of things your Digimon can create when taking this Quality, as it cannot be changed later. For example, a Digimon could be able to create toy soldiers, but not magically be able to also create fish out of thin air.

**Summoned Minions work under the following guidelines:**

- Summoned Minions have a shared pool of Wounds equal to the user's BIT Value x3 (split amongst the number of summoned Minions, rounded down.)

- Each Minion has an additional amount of Wounds equal to the user's Stage Bonus. This value is not modified by taking Effect Warrior.

- **The minion's Accuracy and Damage stats are calculated through the user's BIT+Stage Bonus** (which is, 1 for Rookie, 2 for Champions, 3 for Ultimates, 4 for Megas, 5 for Ultra). **Their Armor is calculated as just the User's BIT**. Minions do not have a Dodge Pool.

- Minions are capable of flying a number of meters equal to the user's Brains value in a round.

- Summoned minions cannot suffer or benefit from either Positive or Negative Effects, with the exception of Movement Buffs or Debuffs, and Poison.

**Summoned Minions may Attack and Move by a Complex Action.** They may only make [Melee] tagged Attacks, and the attacks only benefit from Qualities that affect the user as a whole such as Close Combat Optimization or Selective Targeting. **This list will be elaborated on below.**

Even if the Summoned Minions are destroyed, they may only be summoned every other turn, and when they are initially summoned, they must be placed somewhere within the user's [Burst] [Ranged] radius.

*Summoner Table 1 (Basic)*

| Summoner Table | | | | | |
|---|---|---|---|---|---|
| Stage | BIT Score | Summon Limit | Accuracy and Damage | Armor | Wound Box (WB) Split (Max, with Stage Bonus) |
| Champion | 2 BIT | 3 | 4 | 2 | 3 Minions (4 WB each) |
| | 3 BIT | 4 | 5 | 3 | 3 Minions (4 WB)<br>1 Minion (5 WB) |
| | 4 BIT | 6 | 6 | 4 | 6 Minions (4 WB each) |
| Ultimate | 4 BIT | 6 | 7 | 4 | 6 Minions (5 WB each) |
| | 5 BIT | 7 | 8 | 5 | 6 Minions (5 WB)<br>1 Minion (6 WB) |
| | 6 BIT | 9 | 9 | 6 | 8 Minions (5 WB)<br>1 Minion (6 WB) |
| Mega | 5 BIT | 7 | 9 | 5 | 6 Minions (6 WB)<br>1 Minion (7 WB) |
| | 6 BIT | 9 | 10 | 6 | 9 Minions (6 WB each) |
| | 7 BIT | 10 | 11 | 7 | 9 Minions (6 WB)<br>1 Minion (7 WB) |

## Mixed Summoner [S]

**(3 DP) | Requirement: Summoner or Conjurer**

The Digimon is now capable of taking both Summoner and Conjurer. However, the Digimon's BIT Value is treated as 1 lower when calculating its Summon Pool.

## Elemental Summoner [S]

**(3 DP) | Requirement: Summoner**

Whenever the Digimon's Summoned Minions are destroyed, they deal damage to any enemies or allies within a [Burst] [Ranged] radius for damage equal to the Digimon's BIT Value. The Burst Radius is the same as if the Digimon was using a [Burst] [Ranged] Attack itself. The Summoned Minions roll Accuracy for this attack as per normal.

The Digimon's Summoned Minions are affected by Qualities such as Selective Targeting, Mobile Artillery, and other effects the Digimon itself has. This will be elaborated, further below.

**You cannot take both Elemental Summoner and Specialized Summoning.**

---

## Specialized Summoning [T]

**(3 DP) | Prerequisite: Summoner, Ultimate Level or Higher**

The Summoning Pool remains the same at a size of BIT x3. **On taking this quality, the cost to these special summon minions changes from 2 points to 5 points**. You may now give your Minions a specialization tactic listed below, aside from being able to continue to summon the basic minion described in Summoner. Like in Summoner, the Specialized Minions share a Health Pool with individual bonuses based on spec values by stage.

**However, these types can only be summoned once per battle and cannot be re-summoned afterward**—similarly, when taking this quality you must specify to the GM and denote on your character sheet which type of Tactic your minions will specialize in, as you cannot take this quality more than once.

Additionally, the Tactic classifications are all exclusive bonuses and cannot be summoned with each other's abilities. I.E, you cannot summon a "Vanguard" minion with the abilities of those of Safeguard minions.

**You cannot take Specialized Summoning with the Quality, Elemental Summoner.**

**If you take Mixed Summoner along with this quality, as per normal stipulation, your pool is still counted as 1 lower when calculating your Summon Pool.**

---

### Vanguard Tactics

When summoning this type of minion, you count them as consuming double the creation cost (costing 10 points of the Summoner Pool). Vanguard Minions work with these following guidelines:

- Vanguard Minions have a Damage score of BIT x2, while their Accuracy is calculated as BIT x1. Armor is calculated as BIT+Stage Bonus. They may only make [Melee] Attacks.

- Additionally, they can be created at a **[Large]** or **[Huge]** size classification.

- This minion, after being summoned, acts within innate “Charge Attack” to strike what the Summoner is targeting (or a target at the choice of the summoner) and does not require any actions to control. However, it will only act once a round within the summoner’s turn.

**At any given point, you may only have 2 of these minions at maximum. To be able to summon 2 of these minions at the same time, you must have a Summoning Pool of 20, at minimum.**

---

### Safeguard Tactics

Safeguard Minions specializing in protecting, and as such, they work with these following guidelines:

- Compared to other minions, their Armor counts as BIT x2, while their other stats are calculated as normal. However, their damage score is only counted as BIT x1. **Like with normal minions, they require a complex action to make [Melee] attacks.**

- These minions can only be **[Medium]** or **[Large]** in size.

- **Your minions are now capable of interceding.** For each minion you direct to do this, it counts as using up a Simple Action within your next round.

- I**f all three Special Minions are present on the field, you may negate any attack once a battle at the cost of your entire turn of the next round in addition to suffering from a self-inflicted [Paralysis] derived from the summoner’s own BIT Value from the strain.** However, this method is even capable of shielding your allies from area attacks completely. Like with all Interceding actions, your minions will still take damage. This action can only be declared once a day, and the paralysis cannot be removed.

  **At any given point, you may only summon 3 of these minions, at maximum.**

---

### Recon Tactics

**These minions are more fragile than the other classifications, but are capable of making ranged attacks and more.** These minions work within these specified guidelines:

- Their Accuracy, which counts as BIT x2. However, their armor score is only counted as BIT x1. **During combat, they require a complex action to mobilize and attack.**

- At largest, Recon Minions can only be in the **[Small]**.

- These minions are capable of reconnaissance, or even sight-sharing with their summoner. To direct them outside of combat requires the Digimon to make a skill check of 3d6+[BIT – x number of Minions active] and succeed a suitable TN to be able to see what your minions see.

**At any given point, you may only summon 4 of these minions, at maximum.**

---

If any of the above about Specialized Summoning is too confusing, the next page has a quick chart calculation to see what your Specialized Minion's Stats will be at Ultimate, or Mega. It is not recommended to take Specialized Summoning below Ultimate or Mega.

As shown below, the tables calculate Specialized Summon Minions on the minimum required BIT score that is needed to make effective use out of them.

The tables also show their calculated Accuracy, Damage, and Armor scores, and subsequent Wound Box Splits including their individual bonuses (as calculated by Stage Bonus (SB)).

*Minion Table 1 - (Ultimate/Perfect Stage, not counting Mixed Summoner)*

| Ultimate Stage Specialized Minion Table | | | | | | |
|---|---|---|---|---|---|---|
| **Type** | BIT Score | Summon Limit | Accuracy | Damage | Armor | Wound Box Split (Between Max) |
| **Vanguard** | 5 BIT | 1 | 5 | 10 | 8 | 18 |
| | 6 BIT | 1 | 6 | 12 | 9 | 21 |
| | 7 BIT | 2 | 7 | 14 | 10 | 24 or 12 / 12 |
| **Safeguard** | 5 BIT | 3 | 8 | 5 | 10 | 8 / 8 / 8 |
| | 6 BIT | | 9 | 6 | 12 | 9 / 9 / 9 |
| | 7 BIT | | 10 | 7 | 14 | 10 / 10 / 10 |
| **Recon** | 5 BIT | 3 | 10 | 8 | 5 | 8 / 8 / 8 |
| | 6 BIT | 3 | 12 | 9 | 6 | 9 / 9 / 9 |
| | 7 BIT | 4 | 14 | 10 | 7 | 8 / 8 / 8 / 9 |

*Minion Table 2 - (Mega/Ultimate Stage, not counting Mixed Summoner)*

| Mega Stage Specialized Minion Table | | | | | | |
|---|---|---|---|---|---|---|
| **Type** | BIT Score | Summon Limit | Accuracy | Damage | Armor | Wound Box Split (Between Max) |
| **Vanguard** | 5 BIT | 1 | 5 | 10 | 9 | 19 |
| | 6 BIT | 1 | 6 | 12 | 10 | 22 |
| | 7 BIT | 2 | 7 | 14 | 11 | 25 or 12 / 13 |
| **Safeguard** | 5 BIT | 3 | 9 | 5 | 10 | 9 / 9 / 9 |
| | 6 BIT | | 10 | 6 | 12 | 10 / 10 / 10 |
| | 7 BIT | | 11 | 7 | 14 | 11 / 11 / 11 |
| **Recon** | 5 BIT | 3 | 10 | 9 | 5 | 9 / 9 / 9 |
| | 6 BIT | 3 | 12 | 10 | 6 | 10 / 10 / 10 |
| | 7 BIT | 4 | 14 | 11 | 7 | 9 / 9 / 9 / 10 |

**Summoner Qualities that affect Minions:**

- Data Optimizations:
    - Close Combat: +2 Accuracy
    - Ranged Striker: +2 Accuracy, only applicable to Recon Minions.
    - Guardian: +2 Armor
    - Speed Striker: +2 Movement
- Extra Movements (Speedy, Swimmer, etc. Minions by default can fly.)
- Selective Targeting
- Reach
- Slayer
- Tumbler (Calculated with the Summoner's RAM)
- If the Summoner has a Naturewalk, the minions benefit from it. If the Summoner has two Naturewalks, they may only benefit from the Summoner's Naturewalk of choice.

**If Elemental Summoner is taken**:

- Mobile Artillery Specialization (Calculated with the Summoner's CPU), only upon explosion.

**If Specialized Summoning - Vanguard Tactics is taken:**

- Aggressive Flank

**If Specialized Summoning - Recon Tactics is taken:**

- Sniper Specialization* (they lower an Opponent's Dodge Pool, regardless if the opponent has Uncatchable Target or not. This stacks with Coordinated Assault. *Additionally, even with all Recon Tactic Minions destroyed, regular minions summoned afterward will still benefit from Sniper Optimization.)
- Hide in Plain Sight (Calculated with the [Summoner's RAM x 0.5], rounded down.)
- Sneak Attack (Calculated with the Summoner's RAM x 0.5], rounded down.)

# 3.10c - Mode Change Tree

## Mode Change [T]

**(1 DP, Up to 2 Ranks) | Prerequisite for Mode Change X.0**

This quality can be taken twice.

- The first time it is taken, the Digimon's Armor and Damage may be swapped with a Simple Action.
- The second time it is taken, the player may choose to swap the Digimon's Accuracy and Dodge.

If both ranks of Mode Change are taken, each swap requires a Simple Action, but you are allowed to choose between either option. Use only the base state when doing the math; it is not changed by things like Qualities that modify stats, Stances, or Directing. Even if stats are swapped around, the Derived Stats and SPEC Values of the Digimon are unchanged.

## Mode Change X.0 [T]

**(2 DP per Rank, up to 2 Ranks) | Requirement: Mode Change**

If you take Rank 1 of Mode Change X.0, you may now change a selection of two Stats (not Health) with another two Stats (not Health) when making your choice for Mode Change.

If you take Rank 2 of Mode Change X.0, you may now swap the Stats around as you see fit. You may retroactively change the Stats for Mode Change when you take Ranks in this Quality.

## Burst Power [T]

See Section 3.14 for more details on this Quality.

# 3.11 - Signature Move [T, A]

**(3 DP) | Requirement:** None, but for both Armor Piercing and Certain Strike to be put on the same attack, it **MUST** be purchased and applied to that attack.

Of all the attacks that a Digimon may have in their repertoire, there is a single move that is worth the merit of calling a **[Signature Move]**. A **[Signature Move]** is stronger than the Digimon's normal attacks and exemplifies the core principle of their abilities.

**[Signature Move]** cannot be used immediately at the beginning of combat, and requires Two Rounds to have passed before the option becomes available for use (meaning it will be available for your Digimon to use on the Third Round of Combat).

There are two variants of Signature Moves:

- When a [Damage]-type [Signature Move] is used, **the Digimon gains their # of Attacks as a bonus both Damage and Accuracy.** (I.e., a Champion has 3 Attacks, so it would gain +3 to both Damage and Accuracy. A Mega, on the other hand, would recieve +5.)

- If the Signature Move in question does not deal Damage, it does not gain a bonus in Accuracy or Damage; instead, it is treated as if it has **+2 ranks to the favored Spec Value** that the effect is derived from.

**[Signature Move] cannot be added to Attacks containing the [Poison], [Hazard], or [Revitalize] tags, and cannot be used with any effect that can be used as a Complex Action.**

**After being used, the 2 Full Rounds must pass before it is available to be used again.**

# 3.12 - Digizoid Qualities

Once a Digimon reaches a certain level of power, they acquire a special set of Qualities which will further aid them mechanically. Digizoid is the most durable and powerful metal in the Digimon universe, and the strength of these Qualities reflect that!

Digizoid Qualities are purchasable by Ultimate Level Digimon or higher stages. That means that a Digimon of Champion or lower Stage cannot purchase these Qualities.

While not every Digimon may have Digizoid themselves, they may sport aspects which mimic or act similar to qualities possessed by Digimon with Digizoid. Don't limit yourself due to how the Digimon is written up canonically.

Digimon are only capable of purchasing Chrome Digizoid Armor and Weaponry at the Ultimate Stage.

Once they reach the Mega Stage or higher, they may purchase the other variants of Digizoid Armor. A Digimon may only have one type of Digizoid Armor and one type of Digizoid Weaponry. So pick carefully!

## 3.12a - Digizoid Armor [S, T]

**(1-3 DP) | Prerequisite: Ultimate Level***

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### Chrome (1 DP)

The Digimon gains 2 Armor and 1 Health.

### Black (2 DP)

The Digimon gains 2 Armor. At the start of each round, roll 1D6.

- On a roll of 1 or 2, the user gains a bonus 4 Armor for that round.
- On a roll of 3 or 4, the user gains a bonus 4 Dodge for that round.
- On a roll of 5 or 6, the Digimon gains 2 Armor and 2 Dodge for that round.

### Brown (3 DP)

The Digimon's Armor score increases by 2, it gains a single automatic dodge success (in akin to Absolute Evasion's effect), and they gain a bonus of their RAM to checks made to avoid and break out of Clashes.

### Blue (3 DP)

The Digimon's Armor score increases by 2, it gains an additional 2 Dodge, and their Base Movement is increased by 4.

### Gold (2 DP)

The Digimon gains 2 Armor and 1 Health. Additionally, whenever the user is hit by a [Ranged] Attack, the opponent who used the Attack takes Damage equal to the user's CPU Value doubled. The damage is reduced by Armor as per normal, but cannot be brought below 1.

### Obsidian (2 DP)

The Digimon gains 2 Armor and 1 Health. Additionally, whenever the user is hit by a [Melee] Attack, the opponent who used the Attack takes Damage equal to the user's CPU Value doubled. The damage is reduced by Armor as per normal, but cannot be brought below 1.

### Red (2 DP)

The Digimon gains +4 to their Armor and +2 to their Health.

## 3.12b - Digizoid Weaponry [S, T]

**(1-3 DP) | Prerequisite: Ultimate Level*, Weapon Rank 1**

These Qualities will only apply to [Weapon] tagged Attacks.

---

### Chrome (1 DP)

The Digimon adds 2 to Accuracy and 1 to Damage when using a [Weapon] Attack.

### Black (2 DP)

The Digimon's [Weapon] Attacks gains 2 Accuracy. At the start of each round, roll 1D6.

- On a roll of 1 or 2, the user gains a bonus 4 Damage for that round.
- On a roll of 3 or 4, the user gains a bonus 4 Accuracy for that round.
- On a roll of 5 or 6, the Digimon gains 2 Damage and 2 Accuracy for that round.

### Brown (3 DP)

The Digimon gains +2 Dodge. Additionally, their [Weapon] Attacks gain 2 Damage and the effects of 2 Rank of Reach.

### Blue (3 DP)

The Digimon's [Weapon] Attacks gain 2 bonus Accuracy when used and 2 bonus Damage. Additionally, the [Weapon] Attacks are treated as if they have one automatic success.

### Gold (3 DP)

The Digimon's [Weapon] Attacks gain 1 extra Damage and 4 extra Accuracy. If the Attack is [Ranged], the base range before suffering penalties is increased by 5 meters.

### Obsidian (3 DP)

The Digimon's [Weapon] Attacks gain 2 bonus Damage when used and 2 bonus Accuracy. Additionally, they are all treated as if they had an extra rank of Armor Piercing (even if the Attack already had Armor Piercing).

### Red (3 DP)

The Digimon's [Weapon] Attacks gain +6 Damage.

# 3.13 - Gain Forces [S, A, T]

**(1-3 DP) | Prerequisite: Ultimate Level*, Instinct Rank 1**

Through a Digimon's evolution by pushing themselves to the utmost limit, a new power has become theirs. **Gain Force**, or inForce for short, are special Overwrite Sequences that allow Digimon to grant themselves new abilities that wouldn't be possible otherwise. Anything below the Ultimate Level may not take this quality.

An Ultimate Level Digimon may only take Overwrite.

You may only take a single rank of Gain Force, so choose wisely.

## Overwrite [X]

**(1 DP)**

As a simple action, the Digimon may activate Overwrite. **The Digimon takes unalterable damage equivalent to its CPU score every round, but in exchange it cannot be affected by any [Effect] Tag that costs less than 3 DP.** This Quality applies to Combat Monster.

Effects that specifically break Digimon out of the Overwrite State are listed as follows:

- DOT
- Paralysis
- Blind
- Lag
- Frenzy (GM)

A Digimon with this quality may not take Braveheart.

**Additionally, these two things occur: Digimon that takes Overwrite cannot be affected by the Boss Quality: [Suppression] while [Overwrite State] is active, and the Overwrite Quality CANNOT be suppressed.**

## Undying InForce [S]

**(2 DP)**

**The Digimon possesses an unparalleled regenerative ability, netting them a passive [Shield] Effect derived from their own CPU Score.** For every rank in “Instinct” that the Digimon possesses, it gains an additional temporary wound box to its initial [Shield] count.

After taking damage for the first time, [Shield]’s cap drops to ½ of the original pool, rounded down. At the start of every other round, 1/4 of the [Shield] Effect’s Temporary Wound Boxes (rounded down) refresh.

---

## Temporal InForce [T, A]

**(2 DP)**

Your Digimon has the extraordinary ability to repeat certain instances or is something of a temporal anomaly. **You no longer have to roll Initiative for combat.** After all other rolls for Initiative have been made, you decide where you go on the Turn Order.

After deciding where you go on the turn order, every other turn, you may adjust your position on the Turn Initiative. However, if your Digimon was afflicted with **[Lag]**, they cannot adjust their turn initiative.

Additionally, once per battle, you are allowed to declare the ability to reroll Huge Power or Overkill a second time (only if you possess those qualities). You can only reroll one or the other, effectively giving you a third chance to reroll any 1s OR 2s that you may have on an attack.

## Omniscient InForce [T]

**(2 DP)**

Your Digimon has an extraordinary ability to predict their opponents or can even see glimpses into the future. **Once every round, your Digimon is allowed to make a prediction called a [Ready Action].**

A **[Ready Action]** is essentially a free action your Digimon may take if their prediction proves true. For example, if a Boss Digimon attempts to attack a specific party member and you previously made the **[Ready Action]** to "Intercede if that Digimon is targeted", you may do so for free. **If your prediction does not come true, nothing happens.**

Additionally, once per battle, you are allowed to declare the ability to reroll Agility or Avoidance a second time (only if you possess those qualities). You can only reroll one or the other, effectively giving you a third chance to reroll any 1s OR 2s that you may have while dodging an attack.

## Digital Hazard [T, A]

**(3 DP)**

The Digimon gains the effect of a single [Hazard] Tag. This Tag can be applied to only one of the Digimon's attacks, and once declared, the user deals automatic Damage (meaning, neither Accuracy nor Dodge are rolled) to everything within its Ranged Burst Radius. Damage taken from this attack is deducted by Armor.

**This Attack cannot be affected by Selective Targeting or given Secondary Effect Tags like [Armor Piercing], [Certain Strike], or [Charge Attack].**

**It does not benefit from [Data Specialization: Mobile Artillery]. If there is an [Effect] tag attached to the Attack with [Hazard], a minimum of 4 damage must be dealt to apply the [Effect].**

## Zero Unit [T, A]

**(3 DP)**

The Digimon gains the effect of a single **[Revitalize]** Tag. **A target Digimon does not need to roll Health against this [P] Effect.** The Tag can only be applied to one of the Digimon's attacks, and grants the following effects:

**If the Targeted Digimon has wound boxes of any amount, [Revitalize] is used as a Simple Action**:

The user may pick any combination of two stats (excluding Health), and give that Digimon a buff and Wound Box recovery equivalent to the Caster's BIT Score. This attack effect has no duration.

For example, this means that a user of [Revitalize] may buff one ally for Accuracy and Armor for one turn. If they target a different ally, they may choose to buff that ally's Damage and Dodge.

Regardless of the two stats picked, the Digimon will gain a Wound Box recovery equivalent to the user's BIT Score.

**If the Targeted Digimon is at negative or zero wound boxes, [Revitalize] is used as a Complex Action.**

[Revitalize] in this instance gives them a number of Wound Boxes equivalent to the Caster's BIT score and enables the Tamer to roll Willpower.

**If the Tamer reaches a TN of 18, 20, or 22 (respectively for Standard, Enhanced, and Extreme), the Digimon evolves back to its highest stage with the aforementioned Wound Box Total.**

If the Tamer fails the check, the Digimon still reawakens at the Rookie Stage, and is readded to the initiative order by rolling their Rookie stage's initiative. This has no effect on Digimon that have reverted to DigiEggs. **This effect can only be used once per battle.**

**[Revitalize] cannot be used as an Area Attack, and cannot be used twice on the same Digimon. If [Revitalize] was used as its first effect, it CANNOT be used on the same target as its secondary effect.**

**Additionally, you may only use the second effect of Revitalize on ONE Digimon during combat, regardless of how many Zero Unit Users there are in a party.**

# 3.14 - Burst Power [T]

**(1 DP) | Requirement: 2 Ranks of Mode Change X.0, Mega Level, GM Approval**

Your Digimon, for a limited time, is able to tap into some kind of innate strength held in reserve inside of their Digicores, or is able to be empowered by their bond with their human partner. **Before continuing on, GM Approval is required to take this quality. If it isn't given, it cannot be taken.**

For this purpose, when the Burst Power quality is taken, the static amount of DP put into stats during Digimon Creation is allowed to be reallocated into a separate build (i.e., if a Digimon's base build had a split of 50 Stats to 20 Qualities, those 50 points are able to be reallocated (including Health).) Keep in mind that once the points are finalized, it cannot be changed.

This will be your Digimon's **[Burst Mode]**.

There are other two other things to keep in mind about a Digimon's Burst Mode:

- **Digimon are allowed to make equivalent exchanges with their qualities.** If a Digimon had Weapon before initiating Burst Mode, they may make the choice to keep Weapon, or switch to Instinct. Additionally, if a Digimon would like to switch Optimizations or Specializations for their Burst Mode, they may do so.

- If a Digimon would take one of the following bonuses which allows them the use of another tag, the Digimon must buy the tag to use it.

**When Burst Power is declared, the human must make a Bravery Check of 18, 20, or 22 respectively for Standard, Enhanced, and Extreme.** If this is achieved, the Digimon will enter Burst Mode for **3 Turns**.

If the Digimon was hurt previously before assuming [Burst Mode], they keep their current Wound Box count, and recover five additional boxes. Do keep in mind that if their Burst Mode's Wound Box count is lower than their original score, this amount is capped at the Digimon's new limit.

Based on the Tamer's highest Attribute (or the general category where their EXP was spent), the Digimon will gain the following stat bonuses, and a special Quality for the duration of Burst Mode. **Keep in mind that this bonus Quality can only be chosen once, and cannot be changed.**

**Agility**
The Digimon gains +5 to both its Damage and Accuracy, in addition to a +5 to Movement. The Digimon may choose one of the following bonuses:

**The Future is Now [S, T]**

Upon taking this bonus, the Digimon can buy a second rank of Digizoid Weaponry. You may not take the same Digizoid Weaponry twice. When a second rank is bought, it must follow this convention:

- One attack must have [Digizoid Weaponry A].
- The other must have [Digizoid Weaponry B].
- The last Weapon Tag may have both [Digizoid Weaponry A and B], only if [Signature Move] is purchased and placed on this attack. If not, one or the other must be decided on.

**Boiling Power [T, A]**

If the Digimon has [Charge Attack], for every space moved, they may add an additional point of Damage to the limit of the Tamer's Agility. (i.e., if the Tamer has 7 Agility, the Digimon's attack gains 7 additional damage.)

This bonus stacks with [Hit and Run] and can be used with [Area Attack: Pass] but **must** be used as a Complex Action, regardless of whether [Charge Attack] and [Area Attack: Pass] are placed on the same Attack.

---

**Body**
The Digmon gains +5 Armor and +5 Accuracy, and gains an additional +5 Temporary Wound Boxes. The Digimon may choose one of the following bonuses:

**One Vision [T]**

The Digimon gains one instance of [Reflect] as an Intercede Declaration. When the Digimon would take an attack that does either exactly half or more than their Wound Box Total, they may reflect half the damage taken. This effect stacks with What goes Around, and Gold Digizoid Armor or Obsidian Digizoid Armor (dependent on whether the attack is [Melee] or [Ranged]), and One for All.

**The Biggest Dreamer [S]**

Upon taking this bonus, the Digimon can buy a second rank of Digizoid Armor. You may not take the same Digizoid Armor twice.

---

**Charisma**
The Digimon gains +5 Accuracy and Dodge. The Digimon may choose one of the following bonuses:

**Butter-Fly Effect [T]**

The Digimon may reset a number of turns on an initiative order equal to the number of rounds they have remaining of their Burst Mode.

Meaning, if the Digimon wanted to redo two turns on the initiative, they would only have one round remaining of their Burst Mode. The turns reset can only be consecutive on the turn order.

If the Digimon does not have any remaining rounds of Burst Mode, they revert to their base Mega form.

**Be My Light [T]**

Pick an ally. The following occurs:

- All [P] Effects given by the Digimon to that ally now affect that ally at a BIT x2 Potency.

- Subsequently, all [P] Effects given by the Digimon only last a Single Round, do not need to be rolled for, **but cannot be reapplied to that ally.**

- **Your Digimon cannot pick itself.**

---

**Intelligence**
The Digimon gains +5 Dodge and Damage, and is treated as if it has an additional 5 meters in range. The Digimon may choose one of the following bonuses:

**War Game [T, A]**

Pick one of the Digimon's Area Attacks. While in Burst Mode, that specific Area Attack is counted as having x2 Range.

When using that Area Attack, it **must** be used as a Complex Action. This bonus can be applied to [Hazard], however its use remains under the same limits as before.

**Beat Hit [T, A]**

When the Digimon takes this bonus, they gain the use of another [Signature Move] tag they can apply to another attack.

The second [Signature Move] works in the same manner as described by the quality (Section 3.11).

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**Willpower**
The Digimon gains +5 Damage and Armor. The Digimon may choose one of the following bonuses:

**Endless Tale [T]**

If your Digimon would be rendered to 0 wound boxes, they're sent out of [Burst Mode] with 10 wound boxes left.

If the Digimon has [Second Wind], they may roll a recovery check as a free action the moment [Burst Power] ends.

**Those Who Inherit Courage [T]**

If the Digimon would be rendered to 0 wound boxes, they give the following bonus to all remaining allies: All allies regain 5 wound boxes each, and a Damage and Armor bonus of the Digimon's CPU Score. The Digimon is then counted as out of the battle, and cannot be brought back through the effect of [Revitalize].

---

**Burst Power can only come into effect once per session / in-character day, and may not be activated until the third round of Combat. Once Burst Power runs out, it may not be evoked again.**

Burst Power is a Quality that should only be taken towards the end game of a campaign, and for that reason, GMs should take care and consideration whether they want to allow their players to take this quality.

The bonuses detailed in this section are purposefully strong because they're meant to be the culmination of a human character and Digimon's journey. Therefore, if the suggested TNs strike a GM as too easy or difficult to attain, GMs may lock Burst Power behind powerful narrative moments that may make or break a character.

Should players be allowed this Quality, GMs should also take note that they are within their full rights as well to pull out all the stops, as necessary, to give their players a fulfilling and glorious fight. This will be detailed in Section 6.10 - Boss Battles, under the Game Master Chapter (6.0).

# 3.15 - Free Qualities

As the name suggests, a Free Quality is something that a Digimon may take for flavor. **A Digimon may only take a single Free Quality, regardless of stage.**

GMs may allow or prohibit the use of Free Qualities at their discretion.

## A Job Well Done [T]

**(0 DP)**

At the start of combat, roll 1d6.

- On a roll of 6, The Digimon gains a # of Temporary Wound Boxes equivalent to their Stage Bonus, and gains a Damage Bonus equivalent to their Stage Bonus for the duration of the battle. The # of Temporary Wound Boxes may stack with other qualities.

- On a roll of 3-5, combat continues as per normal, and there is no demerit.

- On a roll of 2, the Digimon takes their Stage Bonus as a penalty to their Armor for the duration of the battle. This applies even if the Digimon evolves.

- On a roll of 1, the Digimon suffers from a Static Demerit equal to their Stage Bonus, to their highest stat, and takes an immediate damage total of the same value. This applies even if the Digimon evolves, and persists for the duration of the battle.

## Ammo [A]

**(0 DP)**

Your Digimon gains use of the [Ammo] Tag. The Digimon can use this attack up to five times. The [Ammo] tag can only be applied to a move with three Attack Tags, including [Damage / Support] [Melee / Ranged]. When applied to an Attack, the Ammo Quality allows a move to be used consecutive times within a round, for the battle duration. **However, once you run out of [Ammo], your Digimon can no longer use that Attack for the rest of the battle.**

This cannot apply to an attack labeled with [Signature Move].

## Fragile Equipment [S, A]

**(0 DP | Requires Weapon or Armor Increasing Qualities)**

Fragile may be applied to both the Digimon's [Weapon] Tagged Attacks or to the Digimon itself, having a different effect based on where it's applied. The following check cannot be rerolled. The effects are as follows:

**Attack**

- **The Digimon's [Weapon] Tagged Attacks have a chance to break on a successful hit.** Roll 1d6 whenever the Digimon connects with a [Weapon] Attack. On a roll of 1, the Digimon's Weapon breaks and all [Weapon] Tagged Attacks cannot be used again for the duration of the battle. **However, if the Digimon rolls a 6, the [Weapon] Attack gains their Stage Bonus to Damage for that attack.**

**Armor**

- When applied to the Digimon itself, instead roll 1d6 whenever the Digimon is hit by an attack. **On a result of 1, the Digimon's armor breaks and it no longer benefits from Qualities that improve its Armor Stat for the duration of the battle.** However, on a result of 6, the Digimon gains their Stage Bonus to Armor, against that attack.

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## Inconsistent Size [T]

**(0 DP)**

Your Digimon has no control over the size it becomes once it evolves. Upon the Digimon's evolution, roll 1d6 for the following occurrence:

- On a roll of 1-2, the Digimon is Medium.
- On a roll of 3-4, the Digimon is Large.
- On a roll of 5-6, the Digimon is Huge.

The Digimon's size remains this way, until the end of Combat and they devolve. Their size cannot be changed.

## Violent Overwrite [T]

**(0 DP)**

At the start of every round, roll 1d6. On a roll of 1, your Digimon takes unalterable damage of their Stage Bonus +1. On a roll of 6, your Digimon recovers a number of Wound Boxes equal to their Stage Bonus.

## Merciful Mode [S]

**(0 DP)**

Your Digimon's attacks are by default non-lethal. You must declare lethal intent if you wish to delete your enemies. Subsequently, the Digimon cannot take Offensive Stance.

## Positive Reinforcement [S, T]

**(0 DP | Cannot be taken with Berserker)**

The Digimon is a particularly sensitive soul, and needs a lot of Positive Reinforcement to bounce back after taking a misstep. The Digimon gains a Mood Meter, represented with a 1d6, and starts with a Mood Value of 3. Upon taking this quality, this Digimon works with the following convention:

- Whenever the Digimon lands an attack or dodges an attack, it gains +1 Mood.
- Conversely, whenever the Digimon misses an Attack or is hit by an attack, it suffers -1 Mood.

Depending on the Digimon's Mood Value, they gain the following benefits or demerits:

- With a Mood Value of 3 or 4, the Digimon's Mood is considered to be Neutral, and does not have any positives or negatives.

- **When a Digimon's Mood value is at 5 or 6, the Digimon's Mood is considered to be Good, and gains +1 Dodge and Damage for every point above 4.** For example, with a Mood Value of 6, the Digimon would have +2 to both Dodge and Damage.

- **When a Digimon's Mood value is at 1 or 2, the Digimon's Mood is considered to be Poor, and loses -1 Accuracy and Armor for every point below 3.** For example, with a Mood Value of 2, the Digimon would have -1 to both of the aforementioned stats.

If the Digimon's Mood drops to 1, the Human Partner may make a Complex Action of cheering up their Digimon to set their Digimon's Mood Value to 4.

## Mind over Matter [S]

**(0 DP)**

When this Free Quality is taken, the Digimon suffers -1 in all stats. In exchange, they may select two skills from a single Attribute Category (excluding Agility) and treat them as if they have Prodigious Skill. The selected Prodigious Skills must come from the same category.

For example, if the Body Attribute is selected, the Digimon must choose two out of a selection of Athletics, Endurance, or Feats of Strength.

## Justice is Blind [S]

**(0 DP)**

The Digimon is visually impaired or blind, and cannot see. Subsequently, on taking this Free Quality, the Digimon is now under these stipulations:

- The Digimon is treated as if it has Prodigious Skill: Perception towards auditory situations and checks challenging Hide in Plain Sight (without the demerit given by the quality), but automatically fails any visual-based checks.

- In combat, the Digimon is treated as if it has both [Close Blast] attached to its Melee attacks, while Ranged Attacks have [Cone] Area Attacks for free. While the Digimon is allowed multiple instances of the aforementioned tags, they cannot buy any other [Area Attack] Tag.

- The Digimon cannot benefit from Selective Targeting.

- If the Digimon makes a Single-Target attack, the Tamer must make a Complex Direct. This is not counted as a Bolstered Direct, as the Tamer is giving the Digimon specific directions on where to aim, or where to move in addition to the usual Accuracy Bonus.
-

# 3.16 - Negative Qualities

These are all a collection of Qualities which, when applied to a Digimon, grants a mechanical downside but inversely grants the Digimon a bonus amount of DP to utilize.

Do keep in mind that it is perfectly fine to omit not taking any Negative Qualities on your Digimon, as this is an option that players may subject themselves to in exchange for additional DP. Be sure to ask your GM whether Negative Qualities will be used in a campaign.

Each stage has a limit on how much Negative Qualities amount-wise that they can take. Refer to the chart below:

*NQ Limits (Based on Stage)*

| Stage | Negative Quality DP Limit |
|---|---|
| Fresh / Baby I | 0 |
| In-Training / Baby II | 0 |
| Rookie / Child | 1 |
| Champion / Adult | 2 |
| Ultimate / Perfect | 3 |
| Mega / Ultimate | 4 |
| Ultra / Super Ultimate | 5 |
| Stage+ | +1 |

## Bulky [S]

**(-1 DP Per Rank, up to 3 Ranks)**

For every Rank a Digimon takes in this Quality, its Base Movement is lowered by 3. If a Digimon's Base Movement would be lowered to 1 or lower, it can no longer take Ranks of Bulky.

## Vulnerable [S]

**(-2 DP)**

When this Negative Quality is taken, the Duration of incoming [Negative Effects] are increased by 1. Additionally for every rank, all incoming [Positive Effect] durations are lowered by 1.

---

## Disobedient [S]

**(-1 DP)**

The Digimon, for whatever reason, has no respect towards its Tamer. All base Tamer Directs suffer a -2 demerit. Meaning, if your Tamer has 4 Charisma and Directs their Digimon's Accuracy for that turn, the bonus is counted as 2 instead of 4 because of this Negative Quality.

## Rebellious Stage [S, T]

**(-1 DP | Prerequisite: Disobedient)**

The Digimon has a mind of its own, and its goals don't coincide with yours in the worst of times. Once every round in Combat, the player must roll 1d6. On a roll of 1, your Digimon refuses to listen to you, and the Tamer must make a Charisma Check (a Complex Action) in order to sway them. The TN respectively for Standard, Enhanced, and Extreme, is 12, 14, and 16.

If the Tamer passes the check, they have one Simple Action for that round, and may control their Digimon as per normal.

If the Tamer fails the check, the Digimon's next action counts as a Complex Action.

## Full Action [A]

**(-3 DP | Prerequisite: Signature Move)**

The Digimon gains the use of the [Full Action] tag, and must apply it to their Signature Move.

This makes the Attack take a Complex Action to perform instead of a Simple Action.

## Light Hit [A]

**(-1 DP per Rank, up to 3 Ranks | Prerequisite: Armor Piercing Rank X)**

Light Hit must be attached to the Attack with Armor Piercing. For each Rank of Light Hit, the Attack must have an additional X number of Successes in order for Armor Piercing to trigger.

## Klutz [S]

**(-2 DP | Prerequisite: Selective Targeting)**

Whenever the Digimon uses an [Area] Tagged Attack, roll 1d6.

- On a roll of 5 or 6, it works as normal.
- On a roll of 3 or 4, the Attack has a chance to hit every Digimon present, including Allies, regardless of whether the Digimon has Selective Targeting or not.
- On a roll of 1, the Attack will only damage the Digimon's Allies and apply negative Effects to them, while applying positive Effects to the Digimon's enemies.

Again, the effect of Klutz ignores the effects of Selective Targeting.

## Underwhelming [T]

**(-2 DP per Rank, up to 2 Ranks | Prerequisite: Huge Power, Overkill)**

Upon taking this Negative Quality, Huge Power must always be rolled for the Digimon's first attack. For their second attack, the Digimon must reroll all 5s. They must take the second result.

In order for the second rank of this Negative Quality to be taken, Overkill must be bought. As a result, the first of the Digimon's attacks will always activate Huge Power and Overkill. For the second attack, the Digimon must re-roll all Successful Accuracy Dice on an Attack. As with the first rank, they must take the second result.

Underwhelming can only be applied to [Damage]-tagged Attacks.

## Broadside [T]

**(-2 DP per Rank, up to 2 Ranks | Prerequisite: Agility, Avoidance)**

Upon taking this Negative Quality, after Agility is called, Broadside activates on the next dodge roll. The Digimon must reroll all 5s. They must take the second result.

In order for the second rank of this Negative Quality to be taken, Avoidance must be bought. As a result, after Agility and Avoidance have been triggered. For the second attack, the Digimon must re-roll all Successful Dodge Dice on an Attack. As with the first rank, they must take the second result.

## Decreased Derived Stat [S]

**(-1 DP per Rank, up to 5 Ranks | Prerequisite: Improved Derived Stat)**

For each Rank you take in Decreased Derived Stat, you may lower one of the Digimon's Derived Stats by 1. You may only decrease a Derived Stat that wasn't affected by Improved Derived Stat.

# 3.17 - Digimon Attacks

The next step to finishing up your Digimon Partner is detailing the Attacks it has. A Digimon has a set number of Attacks based on the Stage it's at. Be sure to check out the Advanced Digimon Creation chart on Section 3.19 for more information.

For starts, be sure to give the Attacks cool names, or start off by using Attacks which are shown in other media. DDA codifies Attacks through the usage of Attack Tags.

After reading the Quality section, you might have seen keywords inside of boxes like this: [Damage]. This is an Attack Tag, and it tells you what an Attack does in essence.

- **An Attack may have either a [Melee] or [Range] Tag, but not both.**

  This Tag is free to apply and does not require any Qualities to apply to an Attack. [Melee] Attacks can only hit an enemy adjacent to the user, whereas [Ranged] Attacks may be used at a distance, but have special rules detailed later. And if you're using an Area Attack, be sure to include the specific Area and size that it creates (for example, Cone 5, Burst 3, etc).

- **An Attack may also have a [Damage] Tag applied for free (which simply means the Attack deals normal Damage)**, or it may forgo a [Damage] Tag in favor of being marked with [Support], when using a purchased [Effect] Tag of your choice.

- **If an Attack has [Support] instead of [Damage], it cannot harm. When an [Effect] Tag is attached to [Support], the attack only needs to land in order for the [Effect] to occur.**

- An Attack may further have both a [Damage] and an [Effect] Tag, but this comes at a cost; **having both a [Damage] and an [Effect] Tag on an Attack means that you have to do 2 Damage minimal in order for the Effect to take place**. So if you only just connect or you only deal 1 point of Damage, the Effect is not applied no matter how high you rolled on your Accuracy Check.

- **Additionally, you may not use the same attack more than once in the same turn. This stipulation is only waived by In-Trainings and below.** Try to diversify your attacks in order to accommodate different situations, or don't, if your Digimon specializes in certain things!

## Examples of Digimon Attacks:

**Gazimon:**

- **Paralyze Breath**: [Ranged] [Support] [Paralysis] [Area Attack: Cone 6]
  The Digimon breathes lightning to stun the enemy.

- **Pitfall:** [Melee] [Damage] [Immobilize]
  The Digimon digs a hole under the enemy.

This is a very basic example, but it should get the idea across of how to properly tag an Attack, as well as a quick example of roughly translating a Digimon's Attacks from another form of media. Here are more complex examples that might come into play:

**Fladramon (Armor/Champion):**

- **Fire Rocket:** [Melee] [Damage] [Charge Attack] [Weapon II]
  The Digimon covers itself in an aura of flame, and charges at its opponent.

- **Knuckle Fire:** [Melee] [Damage] [Poison 3] [Weapon II]
  The Digimon attacks with flame-wreathed claws.

- **Victory Cry:** [Ranged] [Support] [Haste] [Area Attack: Blast]
  The Digimon emits a rallying cry that energizes their companions.

**Lilymon (Ultimate):**

- **Flower Cannon:** [Ranged] [Damage] [Signature Move] [Area Attack: Blast]
  Forms a giant flower with its hands and shoots a blast of energy from it.

- **Flower Wreath:** [Ranged] [Support] [Cleanse]
  Wraps a ring of flowers around the foe that can release it from viruses without harm.

- **Flower Cutter:** [Melee] [Damage] [Charge Attack] [Armor Piercing III]
  Kicks up in the air, with sharp flowers trailing its foot.

- **Sweet Temptation:** [Ranged] [Damage] [Lifesteal 4]
  Spreads a cloud of pink pollen that saps the enemy's life and strength.

As you can see from these examples, Digimon Attacks can widely vary, from effects to potency. Of course, one thing to keep in mind is that when you're building attacks, they can be rather cost-heavy in the very beginning of character creation, so you may not be able to buy everything that you want at the very start of the game. Knowing that, it's important to build with the idea in mind that there's always room for your Digimon to grow!

# 3.18 - Derived Stats and More

Digimon are more than just bundles of Stats and Qualities; there are a few more details that go into fleshing out a Digimon mechanically as well as finishing off the flavor.

## Size

A Partner Digimon has an associated Size with each Stage. A Digimon's Size will affect its Body score as well as how many 1x1 Meter Spaces it fits into at a given time. The basic Size guidelines will assume the Digimon fits into a box, but ask your GM if your Digimon may be Large with a strange shape, such as Seadramon.

| **Size** | *Area* | *Square Meters* | *Extra* |
|---|---|---|---|
| **Tiny** | 1x1 | 1+ | May occupy squares another Digimon or Tamer stands in. Body -2, Agility +2 |
| **Small** | 1x1 | 1+ | May move through squares other Digimon or Tamers stand in. Body -1, Agility +1 |
| **Medium** | 1x1 | 1+ | No bonuses or negatives |
| **Large** | 2x2 | 4+ | Agility -1, Body +1 |
| **Huge** | 3x3 | 9+ | Agility -1, Body +2 |
| **Gigantic** | 4+x4+ | 16+ | Agility -2, Body +3 |

If a Digimon's Size Tag would lower a Derived Stat below 0, treat it as 0 for the purposes of rolls and checks involving said stat (such as Clash Checks, Initiative Checks, etc) and for the purposes of calculating Spec Values.

# Derived Stats and Spec Values

Digimon has three Derived Stats which it may use in rolls similar to a Tamer, and which will help to quantify certain Qualities. These Stats are **Body**, **Brains**, and **Agility**, which are further derived into the **BIT**, **RAM**, and **CPU** Values, known as **Spec Values**, which are included to create an easy lookup system for Qualities which would be based on a percentile of a Derived Stat. *Always round down when calculating Derived Stats.*

A Digimon's base Brains and Spec Values will naturally increase as it hits higher stages (see below).

---

**Derived Stats**

**Wound Boxes:** Health + Wound Box Bonus
**Brains:** (Accuracy / 2 ) + Brains Bonus
**Body:** ( (Health + Damage + Armor) /3 ) + Size Bonus
**Agility**: (Accuracy + Dodge) / 2 + Size Bonus

**Spec Values**

**BIT Value:** (Brains / 10) + Stage Bonus
**CPU Value:** (Body / 10) + Stage Bonus
**RAM Value:** (Agility / 10) + Stage Bonus

---

A Digimon may use its BIT, CPU, or RAM to make checks similar to a Tamer's-- where **BIT covers Charisma, Intelligence, and Willpower**, **CPU covers Body**, and **RAM covers Agility.**

For example, if you want your Digimon to help lift a heavy object, it must roll its CPU stat. This makes them more general and covering, but it's generally weaker without some very heavy investment.

Various Qualities may increase how much of a bonus the Digimon gets when making these checks. (Specifically, without the Improved Derived Stat and Prodigious Skill Qualities.)

## Movement

A Digimon has two classifications of Movement before Qualities come into play: Base Movement, and Movement. **Base Movement is essentially the Digimon's starting Movement decided by its Stage** (detailed in the Advanced Digimon Creation section on Section 3.19).

**Movement is how fast a Digimon can move in a single round over solid footing (a lot of games refer to this as Overland Speed or just Movement or Speed).**

Both types of movement can be adjusted through certain qualities, including Extra Movement and Speedy.

- Digimon sport a Jump height equal to half of their Basic Movement.

- A Swimming speed equal to half their Basic Movement (unless the Digimon sports the Jumper or Swimmer Qualities, which would let them move equal to their Basic Movement).

---

## Range

Range will be covered in a more indepth section under Combat (5.05) However, the main thing to understand is as follows: Range is defined as how accurately a Digimon can use an attack of theirs, and Effective Limit is defined as how far any given attack of theirs can reach in meters. **The higher the Digimon's Accuracy Score is, the more Range the Digimon will have.**

**Range is calculated as [(Accuracy + Brains)/2]+BIT.**
**Effective Limit is calculated as [Accuracy/2]+(Brains)+BIT.**

## Rounding Out the Digimon

As a last note; Digimon have personalities, dreams, and aspirations too. Every half of a dynamic duo has another story, so what's the story about your Digimon? Now that the big scary math is behind us, let's take a moment to ask ourselves a few questions about the Digimon. They don't have to be as fleshed out as their Tamer partner, but there's a few good things to think about when you make the Digimon.

- What species is your Digimon?
- Does the Digimon have any distinguishing physical features which would make it stand out?
- Does your Digimon have a favorite food? Is it a picky eater?
- Does the Digimon have any specific goals, dreams, or aspirations?
- What kind of personality does the Digimon have? Is it stubborn? Is it caring? Is it shy?
- How dedicated to its Tamer is the Digimon?
- Would this Digimon put its life on the line protecting them?
- What kind of tactics does the Digimon prefer? Upfront assaults? Standing in the back? Support?
- How old is the Digimon? Is it fresh from its Digitama, or is it older? Be sure to ask your GM for help.
- How does the Digimon view itself? Does it have self-esteem issues, or does it hold itself in high regard?
- If it were separated from its Tamer, how would the Digimon react?

Digimon can have just as much narrative impact as a Tamer can, possibly even more so if they're played right.

Don't just think of them as means to an end; they're also living breathing creatures who have feelings and personalities, and have their own reasons that may or may not align with their human partner's. You aren't just playing one character in Digimon: Digital Adventures; you're playing two at the same time. Try not to neglect one half of your duo just because one is more fun to play.

Take a moment and step back if you feel yourself doing this. Ask yourself why your Tamer or Digimon is more interesting to roleplay than the other half of the dynamic duo. When you can successfully play both halves of the whole, your experience with Digimon: Digital Adventures will be a whole lot better!

# 3.19 - Advanced Digimon Creation

In addition to the basic Rookie Stage of 25 Bonus DP, there's a multitude of other Stages which show up in the series:

**Fresh, In-Training, Champion, Ultimate, Mega, and Super Ultimate / Ultra.**

Whenever a Player creates a Digimon, or the GM creates a Digimon, they should refer to the following chart, even if it's just for a new stage of a current Digimon. This chart will also help serve as a guideline during the Evolution section later on.

| Stage | Starting DP | Base Movement | Wound Boxes | Brains | Attacks | Spec Values | Stage Bonus |
|---|---|---|---|---|---|---|---|
| **Fresh** | 5 | 2 | 0 | 0 | 1 | 0 | 0 |
| **In-Training** | 15 | 4 | 1 | 1 | 2 | 0 | 0 |
| **Rookie** | 25 | 6 | 2 | 3 | 2 | 1 | 1 |
| **Champion** | 40 | 8 | 5 | 5 | 3 | 2 | 2 |
| **Ultimate** | 55 | 10 | 7 | 7 | 4 | 3 | 3 |
| **Mega** | 70 | 12 | 10 | 10 | 5 | 4 | 4 |
| **Ultra** | 85 | 14 | 14 | 13 | 5 | 5 | 5 |
| **Ultra + X** | +15 Per | +4 Per | +4 Per | +3 Per | 5 | +1 Per | +1 Per |

Ultra + X is simply a modifier for how many times the Digimon has exceeded the Ultra Stage. If a single Digimon would evolve an additional time past Ultra, it would be considered Ultra + 1 and would add 15 DP, 2 Base Movement, 4 Wound Boxes, and 3 Brains

However, that's easier said than done to tool out. Evolution past Mega is a bit tricky in the main franchise of Digimon, with very few Digimon at a stage above it, in Digimon: Digital Adventures, if a Digimon is at the Mega Stage and Evolves, it is now considered an Ultra Stage Digimon.

A commonly used example that gets tossed around is Imperialdramon. Imperialdramon is a Mega level Digimon.

- Upon evolving to Imperialdramon: Fighter Mode in Digimon: Digital Adventures, it would be considered an Ultra Level Digimon.

- Further evolving to the next stage of Imperialdramon: Paladin Mode, would have it be considered Ultra +1 for Level.

This might take some getting used to for people who are used to the way Bandai classifies Digimon, but rest assured that it's here to try and make everyone's lives easier mechanically. Be sure to speak with your GM on what kind of Evolutions, Ultra Stages, or Burst Modes you want to consider for your Digimon!

For GMs who want to use alternative rulings (like in the case of wanting to accommodate players who want to use Dual Partners), see the **Variant Rule Section (6.07)** under the Game Mastering section.

---

Now that you've seen all the qualities of Digimon, let's take a look at some example builds. Hina, Kaoru, Taichi and Yoshiya's partners, Dracomon, Herissmon, Veemon and Worrmon, and Tripmonwere mentioned earlier when we took a look at them. So let's take a look at their partners!

Do note, while this manual includes Appmon as example builds, keep in mind that the Appmon stages can be fit 1:1 with normal Digimon categories.

See the below Examples!

## Example: Dracomon

**Digimon Stage**: Rookie / Child
**Attribute**: Vaccine

**Size**: Medium
**Field**: Dragon's Roar

**Stats:**

- Accuracy: 5
- Dodge: 3
- Health: 5
- Damage: 3
- Armor: 5

**Qualities List**:

- Charge Attack (1 DP)
- IDS: Brains (1 DP)
- DO: Close Combat (1 DP)
- [AE: Pull] (1 DP)
- Naturewalk: Fire (0 DP)

**Base Stat Total**: 21 DP
**Base Quality Total**: 4 DP

**Total DP**: 25 DP; 21 Stats / 4 Quality Split

---

**Derived Stats**:

- Brains: 5 (+1)
- Body: 4
- Agility: 4

**SPEC Values**:

- BIT: 1
- CPU: 1
- RAM: 1

**Parameters**:

- Wound Box Total: 7
- Movement: 6
- Range: 6
- Effective Limit: 8

---

**Attacks**:

- **Great Strike**: 7d6 [Melee] [Damage 3] [Charge Attack]
- **Dragon Drive**: 4d6 [Ranged] [Support] [Pull 2]

---

## Example: Herissmon

**Digimon Stage**: Rookie / Child
**Attribute**: Data

**Size**: Small
**Field**: Nature Spirits

**Stats**:

- Accuracy: 4
- Dodge: 3
- Health: 5
- Damage: 4
- Armor: 4

**Qualities List**:

- Weapon Rank 1 (1 DP)
- Armor Piercing (1 DP)
- DO: Speed Striker (1 DP)
- Charge Attack (1 DP)
- Tracker (1 DP)
- Naturewalk: Earth (0 DP)

**Base Stat Total**: 20 DP
**Base Quality Total**: 5 DP

**Total DP**: 25 DP; 20 Stats / 5 Quality Split

---

**Derived Stats**:

- Brains: 5
- Body: 4 (-1 Size) = 3
- Agility: 2 (+1 Size) = 3 (+1 Initiative)

**SPEC Values**:

- BIT: 1
- CPU: 1
- RAM: 1

**Parameters**:

- Wound Box Total: 7
- Movement: 6 (+4)
- Range: 5
- Effective Limit: 7

---

**Attacks**:

- **Kenzan Drive**: 4d6 [Melee] [Damage 4] [Armor Piercing I] [Charge Attack]
- **Lightning Fur**: 5d6 [Ranged] [Damage 5] [Weapon I]

---

## Example: Veemon

**Digimon Stage**: Rookie / Child
**Attribute**: Free

**Size**: Small
**Field**: Virus Buster

**Stats**:

- Accuracy: 4
- Dodge: 3 (+1) = 4
- Health: 3 (+1) = 4
- Damage: 3
- Armor: 2 (+2) = 4

**Qualities List**:

- Instinct Rank 1 (1 DP)
- DO: Guardian (1 DP)
- Naturewalk: Light (0 DP)
- Element Master: Light (2 DP)
- DC: Rejuvenating Light (1 DP)

**Base Stat Total**: 15 DP
**Base Quality Total**: 5 DP

**Total DP**: 20 DP; 15 Stats / 5 Quality Split

---

**Derived Stats**:

- Brains: 5
- Body: 4 (-1 Size) = 3
- Agility: 3 (+1 Size) = 4

**SPEC Values**:

- BIT: 1
- CPU: 1
- RAM: 1

**Parameters**:

- Wound Box Total: 6
- Movement: 6
- Range: 5
- Effective Limit: 7

---

**Attacks**:

- **Victory Buster**: 4d6 [Ranged] [Damage 3]
- **V-Headbutt**: 4d6 [Melee] [Damage 3]

---

## Example: Wormmon

**Digimon Stage**: Rookie / Child
**Attribute**: Virus

**Size**: Small
**Field**: Nightmare Soldiers

**Stats**:

- Accuracy: 5
- Dodge: 3 (+1) = 5
- Health: 2 (+1) = 3
- Damage: 1
- Armor: 4

**Qualities List**:

- Instinct Rank 1 (1 DP)
- DO: Ranged Striker (1 DP)
- Technician I (1 DP)
- IDS: Brains (1 DP)
- Immobilize (1 DP)
- Naturewalk: Dark (0 DP)

**Base Stat Total**: 15 DP
**Base Quality Total**: 5 DP

**Total DP**: 20 DP; 15 Stats / 5 Quality Split

---

**Derived Stats**:

- Brains: 5 (+1) = 6
- Body: 2 (-1 Size) = 1
- Agility: 5 (+1 Size) = 6

**SPEC Values**:

- BIT: 1
- CPU: 1
- RAM: 1

**Parameters**:

- Wound Box Total: 5
- Movement: 6 (+1) = 7
- Range: 6
- Effective Limit: 8

---

**Attacks**:

- **Sticky Net**: 7d6 [Ranged] [Support] [Immobilize]
- **Poison Wave**: 7d6 [Ranged] [Damage 1]

---

## Overview:

**Dracomon**

- Dracomon is a cheerful child, but is rather reserved in spite of it all. With a certain air of quiet stubbornness, his fire burns gently, but without faltering. In the midst of this Digital Adventure he's found himself in, he enjoys having Hina to talk to. While fiercely loyal, he still makes a point to mind her and keep her in check.

  Role: All Rounder / DPS

**Herissmon**

- The smallest Digimon of the whole bunch, Herissmon makes up for this by having a larger than life personality. Still, in spite of his bravado, he can easily have his feelings hurt when someone doesn't give them their bid of confidence-- but thankfully, he and Kaoru are always building off of each other's energy, letting this duo go above and beyond.

  Role: Quick DPS

**Veemon**

- The first of Taichi's partners, Veemon is a Digimon looking to make something of himself, and found a kindred spirit in Taichi. Whether it's a quirk of his age or his own impatience, he believes that he's destined for greatness, and is intent on taking Wormmon along for that ride, too. While a caring Digimon, he can occasionally be ignorant of other people's feelings, without intending to be.

  Role: Support / All Rounder

**Wormmon**

- The second of Taichi's partners, Wormmon is a cautious Digimon that can be something of a stick in the mud. Though dour, he's found a kindred spirit in Taichi, despite his initial reservations at their first meeting. Unlike his friend, Veemon, his lack of confidence petrifies him in the face of adversity, and it's all he can do to try and keep up.

  Role: Debuffer

The last Digimon partner, Tripmon, is different from all the other Digimon Partners up until this point. Unlike the others who met their partners right away, Tripmon's base stage is Champion, and he doesn't join up with the group until after some convincing from Yoshiya. He'll be shown with the rest of the Champion Level Digimon, below!

## Example: Coredramon

**Digimon Stage**: Champion / Adult
**Attribute**: Vaccine

**Size**: Large
**Field**: Dragon's Roar

**Stats**:

- Accuracy: 7
- Dodge: 5
- Health: 5
- Damage: 6
- Armor: 7

**Qualities List**:

- DO: Close Combat (1 DP)
- Reach II (4 DP)
- Weapon II (2 DP)
- [AE: Pull] (1 DP)
- [AE: Knockback] (1 DP)
- Naturewalk: Fire (0 DP)
- EM: Flight (1 DP)

**Base Stat Total**: 30 DP
**Base Quality Total**: 10 DP

**Total DP**: 40 DP; 30 Stats / 10 Quality Split

---

**Derived Stats**:

- Brains: 8
- Body: 6 (+1) = 7
- Agility: 5 (-1) = 4

**SPEC Values**:

- BIT: 2
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 10
- Movement: 8
- Range: 9
- Effective Limit: 13

---

**Attacks**:

- **Strike Bomber**: 11d6 [Melee - Reach 4] [Damage 8] [Weapon II] [Knockback 4]
- **Dragon Drive**: 9d6 [Melee - Reach 4] [Support] [Pull 4]
- **Blue Flare**: 8d6 [Ranged] [Damage 8] [Weapon II]

---

## Example: Filmon

**Digimon Stage**: Champion / Adult
**Attribute**: Data

**Size**: Medium
**Field**: Nature Spirits

**Stats**:

- Accuracy: 6
- Dodge: 6
- Health: 8
- Damage: 6
- Armor: 6

**Qualities List**:

- DO: Speed Striker (1 DP)
- Tracker I (1 DP)
- Weapon II (2 DP)
- [AE: Taunt] (1 DP)
- Combat Monster (2 DP)
- Charge Attack (1 DP)
- Naturewalk: Earth (0 DP)
- EM: Digger (0 DP)

**Base Stat Total**: 32 DP
**Base Quality Total**: 8 DP

**Total DP**: 40 DP; 32 Stats / 8 Quality Split

---

**Derived Stats**:

- Brains: 8
- Body: 6
- Agility: 6 (+1 Initiative)

**SPEC Values**:

- BIT: 2
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 12
- Movement: 8 (+4) = 12
- Range: 9
- Effective Limit: 13

---

**Attacks**:

- **Lightning Stinger**: 8d6 [Melee] [Damage 8] [Weapon II] [Charge Attack]
- **Crimson Slash**: 6d6 [Melee] [Damage 6]
- **Thunder Quills**: 8d6 [Ranged] [Damage 8] [Weapon II] [Taunt -4]

---

## Example: XVmon

**Digimon Stage**: Champion / Adult
**Attribute**: Free

**Size**: Medium
**Field**: Virus Busters

**Stats**:

- Accuracy: 5
- Dodge: 4 (+2) = 6
- Health: 4 (+2) = 6
- Damage: 4
- Armor: 6 (+2) = 8

**Qualities List**:

- DO: Guardian (1 DP)
- Instinct II (2 DP)
- Naturewalk: Light (0 DP)
- Element Master: Light (2 DP)
- DC: Rejuvenating Light (1 DP)
- [AE: Fear] (1 DP)
- Jumper (0 DP)

**Base Stat Total**: 23 DP
**Base Quality Total**: 7 DP

**Total DP**: 30 DP; 23 Stats / 7 Quality Split

---

**Derived Stats**:

- Brains: 7
- Body: 5
- Agility: 4

**SPEC Values**:

- BIT: 2
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 11
- Movement: 8 (+1) = 9
- Range: 8
- Effective Limit: 11

---

**Attacks**:

- **X Laser**: 5d6 [Range] [Damage 4]
- **Magnum Punch**: 5d6 [Melee] [Damage 4]
- **Hearty Shatter**: 5d6 [Ranged] [Support] [Fear 2]

---

## Example: Stingmon

**Digimon Stage**: Champion / Adult
**Attribute**: Virus

**Size**: Medium
**Field**: Nightmare Soldiers

**Stats**:

- Accuracy: 8
- Dodge: 4 (+2) = 6
- Health: 4 (+2) = 6
- Damage: 1
- Armor: 5

**Qualities List**:

- DO: Ranged Striker (1 DP)
- Instinct II (2 DP)
- Naturewalk: Dark (0 DP)
- Technician I (1 DP)
- [AE: Exploit] (2 DP)
- [AE: Immobilize] (1 DP)
- IDS: Brains I (1 DP)
- Wallclimber (0 DP)

**Base Stat Total**: 22 DP
**Base Quality Total**: 8 DP

**Total DP**: 30 DP; 22 Stats / 8 Quality Split

---

**Derived Stats**:

- Brains: 9 (+1) = 10
- Body: 3
- Agility: 6

**SPEC Values**:

- BIT: 3
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 11
- Movement: 8 (+2) = 10
- Range: 10
- Effective Limit: 15

---

**Attacks**:

- **Spiking Finish**: 8d6 [Melee] [Damage 1]
- **Hell Squeeze**: 10d6 [Ranged] [Support] [Immobilize 4]
- **Moon Shooter**: 10d6 [Ranged] [Support] [Exploit 3]

---

## Example: Tripmon

**Digimon Stage**: Champion / Adult
**Attribute**: Free

**Size**: Medium
**Field**: Metal Empire

**Stats**:

- Accuracy: 8
- Dodge: 8
- Health: 3
- Damage: 1
- Armor: 5 (-2) = 3

**Qualities List**:

- DO: Effect Warrior (2 DP)
- IDS: Brains (1 DP)
- Naturewalk: Steel (0 DP)
- Technician I (1 DP)
- Combat Awareness III (3 DP)
- Speedy III (3 DP)
- Teleport (3 DP)
- [AE: Vigilance] (2 DP)

**Base Stat Total**:  25 DP
**Base Quality Total**: 15 DP

**Total DP**: 40 DP; 25 Stats / 15 Quality Split

---

**Derived Stats**:

- Brains: 9 (+1) = 10
- Body: 3
- Agility: 8 (+3 Initiative)

**SPEC Values**:

- BIT: 4
- CPU: 3
- RAM: 3

**Parameters**:

- Wound Box Total: 8
- Movement: 8 (+6) = 14
- Range: 10
- Effective Limit: 15

---

**Attacks**:

- **Trip Gate**: 8d6 [Ranged] [Damage 1]
- **Wanderer Fang**: 8d6 [Melee] [Damage 1]
- **Country Roads**: 8d6 [Ranged] [Support] [Vigilance 4]

---

### Different Play Styles:

Now that the Digimon have achieved a higher form, the differences in their builds are much more apparent. These differences will only be highlighted as they advance into higher stages.

**Coredramon**:
Coredramon's build has an emphasis on doing area control through the use of [Pull] and [Knockback]. While those are relatively situational, they can be used to position enemies and potentially rescue allies. Otherwise, he has stable means of doing damage thanks to [Weapon].

**Role:** Zoner / DPS

**Filmon**:
Filmon is a more straightforward, faster DPS compared to Coredramon, though he has a higher emphasis on his Health Stat, which allows him to weather damage when [Taunt] is active. [Combat Monster] supplements his build, allowing him to punish his attackers.

**Role:** Quick DPS / Health Tank

**XVmon**:
XVmon is interesting compared to his peers, because he and Stingmon both have diminished DP totals. Compared to everyone else, while he has the highest Armor in the party, he still needs to supplement his survival by inflicting [Fear], on top of maintaining a [Healing Domain].

**Role**: Support / Armor Tank

**Stingmon**:
While Stingmon can't do damage compared to his peers, his specialty lies in debuffing enemies through [Exploit] and [Immobilize] to prevent enemies from reaching XVmon. He's also tied for the highest Accuracy for this stage, alongside Tripmon, and has [Ranged Opt.] to give him an edge.

**Role**: Debuffer

**Tripmon**:

- Tripmon is the odd one out compared to the rest of the other Digimon, as his base stage is Champion / Adult. He is the fastest member of the party and has the greatest support utility with [Teleport], [Combat Awareness], [Effect Warrior Opt.] and [Vigilance].

  **Role**: Dodge Tank / Support

One thing to keep in mind about all of these builds is that their themes remain consistent, and they were made with the intent that they could be improved over time with DP. While we won't have another in-depth look at them in this manual (as we'll cover that in the Quickstart Guide), we'll see the Digimon again later down the line once they've achieved higher forms, with some Bonus DP.

# 4.0 - Chapter Four: Mechanics

Now that we've gone over character creation thoroughly, let's see how we can put our skills to good use. Information such as Dice Rolling, Stunts, Teamwork, Evolution, and Character Advancement are all in this chapter.

## 4.01 - Rolling

There are two Rolling systems within Digimon: Digital Adventures: **Skill Checks** and **Pool Checks.** Each one has its own place in the system, however Pool Checks are mostly used for combat purposes.

### Skill Checks

**Skill Checks are a type of check made when seeing if you can make a specific Target Number set by the GM or an opposed Static Stat (for example, when Clashing) in order to achieve your goal.** These are the most commonly used Rolls in DDA.

**All Skill Checks are rolled as 3d6+[Modifiers].**

- **Modifiers** for humans are the combination of the Attribute and Skill used for the Check. For example on a Feats of Strength Check you would roll 3d6+[Body+ Feats of Strength], then add or subtract any Aspects from the roll if you so wish.

- ***If a human has no Skill Modifier being added to the roll, you instead roll 3d6 [Attribute-1].*** If a Digimon makes a Skill Check, the Digimon simply uses their SPEC scores (CPU, BIT, RAM), which are only modded if the Digimon has purchased the appropriate [Improved Derived Stat] or [Prodigious Skill].

**Skill Checks use a Target Number (TN) to decide whether they succeed or fail.** TN's vary depending on the difficulty of the Check, but the chart below should offer a helpful guide for how Target Numbers work on a difficulty scale for the Standard template.

When considering a scale for Enhanced and Extreme, consider them to be one step lower for difficulty than the previous age group (for example, an Extreme rolling a TN 14 Check would probably consider that a Very Easy Task instead of an Everyday Task like the chart indicates).

Feel free to increase the Target Numbers further for Enhanced and Extreme by 3 points per tier on Enhanced, and 6 points per tier on Extreme. These numbers are based on Starting Stats, not counting additional investment.

*Skill Check Table*

| **TN** | *Tier* |
|---|---|
| **10** | Very Easy Tasks |
| **12** | Simple Tasks |
| **14** | Everyday Tasks |
| **16** | Slightly Difficult Tasks |
| **18** | Difficult Tasks |
| **20** | Incredibly Difficult Tasks |
| **22+** | Almost Impossible Tasks |

**If you happen to exceed the TN by 5 or more, you have Critically Succeeded the Check,** often doing it with style and flair, possibly even gaining a bonus of some type or helping pull the rest of the party through easier.

**Inversely, if you roll lower than the TN by 5 or more, you have not only failed the Check, but Critically Failed.** This means you not only fumbled, but probably received some kind of penalty or consequence for your roll, such as skinning your knee or tripping.

---

## Pool Checks

**Pool Checks are almost exclusively used for Combat. They are almost explicitly used for Accuracy, Dodge, and Health.**

- Whenever a Digimon (or a Tamer) rolls its Accuracy or Dodge Stat, it rolls a pool of d6's equal to the equivalent Stat (taking modifiers into account).

  For example, if you have an Accuracy Stat of 10, you would roll 10d6 when making an Accuracy Check. Inversely, if you have a 7 in your Dodge Stat, you would roll 7d6 when rolling Dodge in response to an Attack.

- When rolling a Pool Check, you don't take the total result immediately as you would for a Skill Check. **Instead you count the number of Successful Dice, which in DDA are 5's and 6's.**

  For example, using the 10d6 rolled above, you had two 5s and one 6-- meaning you have rolled 3 Successes in total. There are more in-depth effects and modifiers while in Combat, but that'll be detailed in a later section (5.03).

- A Digimon (or a Tamer) may roll its Health Stat to determine how many Wound Boxes it recovers after Combat as well. More details on how these directly get used in Combat are in Section 5.04b Special Actions.

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# 4.02 - Stunts, Teamwork, and Mounting TN's

## Stunts

Sometimes you don't just make a roll, you perform a task with attempted flair or use the environment to your advantage. A bit of extra effort in your descriptions, as well as being a bit daring and adventurous, can go a long way to helping you with a roll.

**This type of scenario is called Stunting, or a Stunt.** Go the extra effort, don't just climb the side of the wall, you leap up from the ground and take a handhold, rushing up as fast as you can. Don't just jump across the crevice, take a running start and say something corny before you do.

On top of granting Inspiration for good roleplay scenarios, GMs should also reward exceptional roleplay in Skill Checks. When you stunt, the GM may grant a bonus to the Check needed, ranging from +1 to +3 depending on the scenario.

If you do something particularly awe-inspiring, the GM may allow an additional D6, or even go as high as adding 5d6 in rare, particularly amazing scenarios. And don't be afraid to let your Digimon try to Stunt either, they can benefit the same way a Tamer can.

---

## Teamwork

In addition to Stunting, you can work together as a group to increase the odds of a successful roll. **Teamwork is a mechanic which involves party members making a separate TN check to grant the other party members a bonus.**

When aiding a teammate in a task, you may roll an additional 3D6 and add the appropriate modifiers for the task at hand (for example, using Feats of Strength an additional time when the group needs to lift a heavy object).

- **On a successful roll of 14** or higher, a chosen party member gets +2 to the roll for the task at hand.

- On a **Critical Failure** (5 or lesser than the target number), however, the chosen party member gets -2 to their roll.

- On a **Critical Success** (5 or greater than the target number), the chosen party member gains +5 to their roll.

This can help boost a character who isn't good at a task, in order to make sure the whole party gets through safely. Each party member may make a Teamwork roll once per check if they wish, including Digimon.

---

### Mounting TN's

Sometimes completing one task isn't enough, and an obstacle course of multiple TNs need to be rolled.

- First; each TN is increased by one stage over the last TN in the collection of rolls.
- Second: record Crit Fails, Fails, Successes, and Crit Successes.
- Third: only the result of the last roll matters to whether or not the character makes it through the checks.
- For each Success: add +1 to the next roll (+5 for Crit Successes).
- For each Failure, subtract 1 from the next roll (-5 for Crit Failures).

---

## 4.03 - Evolution

**Once certain conditions are met, a partner Digimon gains the ability to Evolve to a higher stage than their current one (Rookie into Champion, to Ultimate, Mega, Ultra, and beyond).** There are several very basic conditions that should be met for Evolution to occur, but are not hard rules.

- The Digimon is healthy and cared for (do not count Wound Box Loss).
- The Digimon and Tamer have an appropriately strong bond for the Stage they're at in the story.
- The Tamer is in some type of trouble, generally physical danger.
- The Tamer is displaying some type of virtue, such as protecting the rest of the team.

While the first instance of achieving a higher stage should be determined by the narrative means of your campaign, after that, as a rule of thumb, the GM may allow the Digimon to retain the new stage as their permanent stage for every 15 Bonus DP the Digimon gains.

For example, a Digimon whose base stage is Rookie who has 15 Bonus DP, could choose to keep Champion as their permanent default stage once they've Evolved to the Champion stage at least once. **However, be sure to listen to your GM, as they might have a different opinion on this-- DDA Campaigns can wildly differ.** Under no circumstance may a Digimon use this rule to maintain a stage of Ultra or higher.

Keeping your Digimon's base stage low can be a good option if you want your Digimon to not make as much of a scene as its smaller, easier to hide Rookie form, compared to any of the Digimon's larger, bulkier, higher stages.

A Digimon who has just Evolved to a higher stage in the middle of combat fully recovers all of its Wound Boxes, making it a viable healing tactic in a pinch. **However, if Slide Evolution, or changing your Digimon's form into an alternate Evolution of the same stage is evoked, the act does not fully heal them.** Instead, their current Wound Box total translates to the new Digimon form. This will be elaborated more under Special Actions.

When you make a new stage for a Digimon, you essentially create a whole new Digimon, seen on the Advanced Digimon Creation (Section 3.19).

While no Digimon has a hard, rigid path to follow down the Evolution stages, it's still a good idea to have things planned out ahead of time. There is an extensive list of resources online to use to figure out good lines for your partner Digimon.

**In short:**

**Players:**

- It's a good idea to have the stages created and statted out before they actually appear. This makes it easy to just bring out the new stage and use it exactly when it's required. You might not need the whole line made when your game starts, but keep this in mind!

**GM's:**

- If you have alternative prerequisites besides Bonus DP or general health of the Digimon, be careful about letting your players know. This isn't to be rude, but rather to avoid players simply avoiding playing with each other or roleplaying in favor of simply getting a higher stage. If they find out about the mechanic in-character, that could be another story, however!

## Alternate Evolution Methods

Not every method of Evolution is the same as what was mentioned previously: the basic means are not the only ones. There are plenty of different ways to get to a higher stage or have shiny new tricks to utilize.

Some of them have some very unique downsides, so be careful about using them. Not every campaign will use alternate methods, but keep them in mind. If your campaign does involve them, remember that these are unique evolution methods and are not particularly balanced against each other.

As such, it's not recommended to have more than 1 or 2 Alternative Evolution methods in a campaign.

---

## Armor Evolution / Digimental

Some Digimon have the ability to undergo an ancient, special type of Evolution, known as **Armor Evolution**.

While the exact methods can vary, between it being a natural part of the Digimon's Evolution line, to requiring a special item such as a Digimental to obtain, it doesn't have many natural bonuses other than the fact that the method has no known means of being interfered with from outside means.

**The most common way to allow an Armor Evolution is to base it off of the Champion Template for Digimon, and allow them buy the Digizoid Armor: Chrome Quality or even the Digizoid Weaponry: Chrome Qualities.**

With some other Armor Digimon, such as Magnamon or Rapidmon (Gold), they are better statted as either Ultimates or Megas in their own right, and having Colored Digizoid for free.

Beyond that, acquiring Digimentals can be a neat treat for both players and GMs alike as you try to find appropriate traits or make appropriate trials in which players may gain Armor Evolution.

# Dark Evolution

Many games have a Digimon's evolution tied to the Tamer's emotional state. While for the most part positive emotions can help further bring about a new stage, negative ones can have an equally potent effect.

When a Tamer is distracted by negative emotions, whether it's hatred, fear, jealousy, or otherwise, the Digimon can undergo a terrible transformation known as **Dark Evolution.** The process in and of itself is often traumatic for the Tamer, depending on the scenario the GM may have them unmark a number of currently marked Torment Boxes of any amount they deem fit, even going so far as to unmark every single one.

Dark Evolution boosts the Digimon by at least one stage as per usual, **however it entirely comes under the control of the GM as if it were using the Berserker rules**, with a few differences.

- First-- It does not gain any stat bonuses for being in the state from the Berserker Quality, however **it is treated as if it had +2 to all of its stats**.

- **Second, it will not stop until one of three things happen:**

    - The Digimon has defeated all enemies and allies present.
    - The Digimon itself is knocked out.
    - The Digimon's Tamer succeeds in a TN 18, 20, or 22 Willpower roll (for Standard, Enhanced, and Extreme Respectively).

If the Tamer critically fails their Willpower roll, the Dark Evolution goes further berserk and gains +2 to all of its Stats once more.

After the Dark Evolution is stopped with one of the aforementioned methods, the Digimon reverts to the stage directly below its default stage. The process is both straining and potentially traumatizing on the Digimon to the point that it could revert to a stage as low as Fresh after it's all said and done.

Dark Evolution is a double-edged sword: it can be utilized for an immediate, uninvested power boost, but it's uncontrollable, by definition. In effect, you can endanger your Digimon Allies and Human characters alike, nevermind the subsequent aftermath.

On the other hand, if the Dark Evolution is shut down too early, it can put both the Digimon and Tamer into a dangerous and vulnerable situation.

# DNA Digivolving / Joint Progress (Jogress) / App Gattai

Sometimes two heads are better than one, quite literally even. When one or more Digimon combine, it's called **DNA Digivolving, or Joint Progress** (Jogress, for short). **App Gattai**, with some creativity, can also be used with this ruleset.

Jogress is achieved when a pair of humans have a strong bond together, resulting in their two Digimon (or Appmon) of the same level to merge into one entity. **The level of the new Digimon is decided by the current stage of the component Digimon, and jumpstarting them to the next stage.**

- **A Jogress Check** (3d6 + [(Willpower + Bravery) - # of Unmarked Torment Boxes]) with a TN of 18, 20, or 22 (for Standard, Enhanced, and Extreme) must be passed by both Humans. **If one of the two humans fails, the Jogress does not occur.**

- **When a Jogress is initiated, the Action Pool is shortened to three actions as opposed to the normal four.** The Tamers and Digimon share the pool, which by turn can either be split to 1 Tamer Action to 2 Digimon Actions, or 2 Tamer Action to 1 Digimon Action.

  This means that a Tamer could direct and the Jogress Digimon could attack twice, or both Tamers may direct and the Digimon may act once. **This is the only known way for two Tamers to stack Special Orders with one another.**

These are the DP pools that Jogress Digimon have, dependent on stage.

- Perfect / Ultimate (Jogress): 70 DP
- Ultimate / Mega (Jogress): 90 DP
- Super Ultimate / Ultra (Jogress): 105 DP

As with Dark Evolution, Jogress takes a lot of energy to use, so Digimon who aren't used to this type of Evolution will revert to a stage below their default stage once it ends.

So while this is an incredibly powerful tool that Tamers have at their disposal, be careful simply tossing it out, as it can put the party in danger if it backfires and the Digimon is defeated. Try to have any future Jogress stages ready for when they pop up.

**Keep in mind that this is an Optional rule, so ask your GM for permission if you have something in mind with this mechanic!** If this is approved, it's better to build the Jogress before it's used because it can be difficult to calculate on the fly.

If you really want it to go fast and have faith in your GM, you could allow them to make the stage as a single, unbiased individual over two people having to meet in the middle of the process. For an alternative, look at **Dual Partners** in the **Variant Rule Section (6.07).**

---

## Hybrid Evolution

Sometimes a Digimon and Tamer either become a single being, or in some cases, a Human gains the power to turn into a Digimon themselves, creating an extra-powerful, **Hybrid form**. It's not entirely Digimon, as it at least shares its mind with a human, but it's not fully human either.

Hybrid Evolution is not a stage in and of itself, in fact each Hybrid stage has an equivalent stage that it's associated with, such as Champion, Ultimate, or the like. A Hybrid Digimon template can be further mixed with other things such as DNA, Armor, or Dark stages. Feel free to have a bit of fun making Hybrid Digimon.

Without further ado, these are things to keep in mind about Hybrid Evolution:

- Hybrid Digimon remove the Tamer/Digimon dynamic from the scenario, creating a single role to be played instead of two, that still has the mechanical benefits of both halves.

- When making Skill Checks (outside of Clash checks), use the Tamer's Skills, Attributes, and Aspects, but while in combat, use the Digimon's Stats, Qualities, and Derived Stats.

- In addition, a Hybrid Digimon gains a bonus Simple Action to use on its turns. This means a Hybrid Digimon could have either a Simple Action and a Complex Action, or three Simple Actions over the course of its turn.

## Slide Evolution

See **Section 5.04b - Special Actions** for more details.

## 4.04 - Character Advancement

At the end of each session, a GM will hand out an appropriate amount of Experience Points and Bonus DP based on several factors. **At least two Experience Points and one Bonus DP should be awarded at the end of each session to each character, whether they did anything on the list or not.**

Consult the following list for ideas on how to award Experience and Bonus DP at the end of a session (or take them one at a time as they show up if you feel it fits the pace of your game better). Do not consider this a full list: think of your own ideas too!

- For every session of Combat that the character participated, add 1 Experience / DP
- If a new stage was unlocked, add another 1 Experience / DP
- If the character helped to solve a problem and progressed the story or just generally did something awesome or reward-worthy, add 1 Experience / DP for every instance
- If the character helped to solve a major problem in the story, add 2 Experience / DP for every instance.
- If the character attempted a Torment add 1 Experience / DP for every instance.

As mentioned before, this list isn't an end all so much as it's a guideline to give GMs an idea of how to progress the game. **A more in-depth analysis can be found in the Recommended Start / Progression Section (6.02) under Chapter Five: Game Mastering.**

## 4.05 - Human Advancement

Your characters have come a long way, and probably have gotten experience points throughout their journey! **Experience may be spent on increasing a character's Attributes, Skills, and purchasing additional points of Inspiration.** This is how it can be used:

- **Increasing an Attribute to the next rank will cost Experience equal to the new rating doubled.** For example, increasing an Attribute from 2 to 3 would cost 6 Experience points.

- Increasing a Skill is the simplest process, requiring a small amount of Experience to boost a more niche bonuses to the Tamer. **To increase a Skill to the next rank, you may spend a number of Experience points equal to the new rating.**

  Increasing a 4 to a 5 costs 5 Experience, increasing a 1 to a 2 costs 2 Experience, so on and so forth. Increasing an Attribute is a more involved and expensive process, but it can be balanced out due to the wider range of checks Attribute cover.

- **You can also spend Experience to modify an Aspect.** With GM permission you can spend 3 Experience to change your Aspect to something more appropriate for the campaign or setting.

- **Inspiration, if purchased, is gained by spending 2 Experience Points for every point of Inspiration you currently have.** For example, if you have 4 points of Inspiration and wish to purchase a fifth, you would need to spend 8 Experience Points.

- **Lastly, you can ask your GM if you may spend Experience to mark off Torment Boxes by spending an amount of Experience equal to the number of currently marked Torment Boxes plus 1.** For example, if you have 3 marked Torment Boxes, you would need to spend 4 Experience to mark off an additional Torment Box.

Since it's been a while, let's take a look at Hina, Kaoru, Taichi, and Yoshiya after they've received 35 EXP!

## 4.05a - Example: Hina - Update

**Name**: Hina
**Partner**: Dracomon → Coredramon → Wingdramon

**Stat Summary**:

- Agility: 4 → 5
  - Dodge: 2
  - Fight: 0
  - Stealth: 1
- Body: 2 → 3
  - Athletics: 1
  - Endurance: 2
  - Feats of Strength: 1
- Charisma: 4
  - Manipulate: 1
  - Perform: 1
  - Persuasion: 1
- Intelligence: 3
  - Computer: 1
  - Survival: 2
  - Knowledge: 0 → 1
- Willpower: 5 → 6
  - Perception: 2
  - Decipher Intent: 0 → 1
  - Bravery: 4 → 5

**Hina's Derived Stats:**

- **Wound Box Count:** 4
- **Speed/Movement:** 8
- **Accuracy Pool:** 7
- **Dodge Pool:** 8
- **Armor:** 4
- **Damage:** 3

**Torment: Crybaby (Minor)**
[O][O][O][X][X] - 3/5

While she does her best to keep from bursting into tears at the worst of times, it happens easily when hurtful exchanges occur.

**Torment: Obstinate Obstruction (Minor)**
[O][O][O][O][X] - 4/5

To the detriment of others, she can be painfully stubborn and refuse to accept the state of things, especially when she feels they can be changed. Why accept what's unfair?

**Torment: Didn't Think Things Through (Minor)**
[O][O][O][X][X] - 3/5

Sometimes, actions with the best of intentions can often go awry. Even though she's not ill-meaning, it doesn't change the fact that the realization of her actions can be devastating.

**EXP Allocation Summary**: 35 EXP - +28 Attributes / +7 Skills / +0 Torments
**Leftover EXP**: 0 EXP

## 4.05b - Example: Kaoru - Update

**Name**: Kaoru
**Partner**: Herissmon → Filmon → Stefilmon

**Stat Summary**:

- Agility: 5 → 6
  - Dodge: 2
  - Fight: 2
  - Stealth: 0
- Body: 4 → 5
  - Athletics: 3
  - Endurance: 1
  - Feats of Strength: 2
- Charisma: 3
  - Manipulate: 0
  - Perform: 2
  - Persuasion: 1
- Intelligence: 2 → 3
  - Computer: 0
  - Survival: 4
  - Knowledge: 1
- Willpower: 4
  - Perception: 1
  - Decipher Intent: 1
  - Bravery: 1

**Kaoru's Derived Stats:**

- **Wound Box Count:** 5
- **Speed/Movement:** 9
- **Accuracy Pool:** 8
- **Dodge Pool:** 8
- **Armor:** 5
- **Damage:** 6

**Torment: Not an Idiot (Major)**
[O][O][O][O][X][X][X] - 4/7

He pretends he's stupid, more often than not. He's willing to let things pass and play the fool if it's worth having a laugh over, but deep down, there are things even he won't stand for, and he hates being treated like he doesn't know any better.

**Torment: Fight or Flight (Major)**
[O][O][O][O][X][X][X] - 4/7

Deep down, as much as he wants to be 'the hero' that he idealizes, he's painfully aware that there's more to being a hero than just being strong. Those shows he idolizes-- he's their epitome. He's just as fake as they are. When presented with what seems like an unwinnable situation that he can't just brute force, he, well… becomes scared.

**EXP Allocation Summary**: 35 EXP - +28 Attributes / +0 Skills / +7 Torments
**Leftover EXP**: 0 EXP

## 4.05c - Example: Taichi - Update

**Name**: Taichi
**Partners**:
Veemon → ExVeemon
Wormmon → Stingmon

**Stat Summary**:

- Agility: 4
  - Dodge: 1
  - Fight: 1
  - Stealth: 1
- Body: 4
  - Athletics: 1
  - Endurance: 1
  - Feats of Strength: 2
- Charisma: 2 → 4
  - Manipulate: 0
  - Perform: 3
  - Persuasion: → 1
- Intelligence: 4
  - Computer: 4
  - Survival: 1
  - Knowledge: 1
- Willpower: 4 → 5
  - Perception: 2
  - Decipher Intent: 2
  - Bravery: 0 → 2

**Taichi's Derived Stats:**

- **Wound Box Count:** 5
- **Speed/Movement:** 5
- **Accuracy Pool:** 5
- **Dodge Pool:** 5
- **Armor:** 5
- **Damage:** 5

**Torment: Inferiority Complex (Terrible)**
[O][O][O][O][O][X][X][X][X][X] - 5/10

Inferiority, Superiority, it's all the same thing.

Taichi finds himself comparing himself to others whether he wants to or not. He hates it when others do it, too. Whether it's because he's older he should be better, whether it's because he's older he should be smarter and look after others… a lot weighs on him because of these things, when he just wants to be good enough, or recognized that he's doing his best.

**Torment: Sour Grapes (Minor)**
[O][O][O][X][X] - 3/5

When something doesn't go his way, Taichi can become easily embittered over it, and be uncooperative out of spite. He knows he should be better about it because he's the oldest, but still.

**EXP Allocation Summary**: 35 EXP - +24 Attributes / +3 Skills / +3 Torments
**Leftover EXP**: 5 EXP

## 4.05d - Example: Yoshiya - Update

**Name**: Yoshiya
**Partners**: Tripmon

**Stat Summary:**

- Agility: 3
  - Dodge: 2 → 3
  - Fight: 0
  - Stealth: 3
- Body: 3
  - Athletics: 1
  - Endurance: 0 → 2
  - Feats of Strength: 0
- Charisma: 5 → 6
  - Manipulate: 3
  - Perform: 0
  - Persuasion: 2
- Intelligence: 4 → 5
  - Computer: 1
  - Survival: 2
  - Knowledge: 1
- Willpower: 3
  - Perception: 2
  - Decipher Intent: 2
  - Bravery: 1

**Yoshiya's Derived Stats:**

- **Wound Box Count:** 5
- **Speed/Movement:** 5
- **Accuracy Pool:** 2
- **Dodge Pool:** 5
- **Armor:** 5
- **Damage:** 3

**Torment: Embittered Youth (Minor)**
[O][O][X][X][X] - 2/5

Being more than sensible for his age leads to a lot of friction. Yoshiya doesn't have many friends his own age, which is why it's something of a sore spot.

**Torment: The Runt (Minor)**
[O][O][X][X][X] - 2/5

He doesn't like to be reminded that he's short; just don't do it.

**Torment: SO WHAT IF I'M TEN? (Minor)**
[O][O][O][X][X] - 3/5

Being very small for his age has a plethora of problems. In wanting to keep up with the big kids, his immaturity can come up whenever someone diminishes him because of his age. It's sad to say, but he's eager to grow up.

**EXP Allocation Summary**: 35 EXP - +22 Attributes / +6 Skills / +7 Torments
**Leftover EXP**: 0 EXP

## 4.05e - Character Development

The kids have come a long way since we saw them at the start of the book, but with the 35 EXP that they've received and allocated, as it turns out, they're still just about halfway into the journey, and they've got a ways to go. But what could have possibly happened to them? Let's take a look!

---

**Regarding Hina:**

The first thing to see immediately is that Hina has made considerable progress on all of her torments; due to having the highest willpower in the party, she has the greatest chance out of any of her peers to succeed her torment rolls, even if they're at a heightened frequency due to being easy to trigger.

Because of that, perhaps she's calmed down and potentially isn't causing as much friction as before. Additionally, she raised her Agility to (5) to unlock another Special Order, as well as her Body Score to (3)  to have a higher survivability. In short:

- She has Special Orders: Tough it Out!, Challenger, and Strike First unlocked.
- Torment-wise, she's at 10/15 boxes unmarked, which means she has the most progress compared to anyone else on their torments.
- The highest stage Dracomon has access to is Ultimate, ala Wingdramon.

**Regarding Kaoru:**

With Kaoru, his development has involved raising his physical stats, which supplements Herissmon's role as a DPS / Tank. The Special Orders that he has unlocked all bolster his Digimon's fighting ability, or even hold his own, in a dire situation.

For his own sake, he's raised his Intelligence to, perhaps due to his torment of being seen as stupid when he's anything but that-- at least, emotionally. In wanting to support his friends better, like the heroes he idolizes, he's also done manual work on his torments. Kaoru's become a lot stronger, as a result!

- He has Special Orders: Strike First, Strike Fast, and Energy Burst unlocked.
- Torment-wise, he's at 8/14 boxes, putting his progress just over half.
- The highest stage Herissmon has access to Ultimate, Stefilmon.

**Regarding Taichi:**

Taichi since then has put in work by raising his Charisma Score from an abysmal (2), to a more respectable (4). Elaborating further on that, his Persuasion skill was raised, to reflect his own attempts to become better at communicating with other people. The other notable change is that while his willpower and bravery were raised, he still hasn't managed to evolve either V-mon or Wormmon.

In an instance like this, considering his Terrible Torment, Inferiority Complex, it might trigger at a heightened frequency from this point on because he can no longer keep up with either Hina or Kaoru, even if they don't intend for him to feel that way.

As a result, this far into the campaign, he might be due for a Dark Evolution, if he can't manage his own emotions, or if he critically fails a torment roll. For more info on Dark Evolution, see section 4.03.

- Taichi finally unlocked his first Special Order, Tough it Out!
- Torment-wise, he's at 8/15 boxes. He's at technical half progress, but the Twin Tamer option is much more harsh on torment progression, as he needs to reach a break through in order to evolve his partners further, because it's very difficult for him to pass the Jogress Check.
- His highest stage is unchanged.

**Regarding Yoshiya:**

Being the youngest and most to prove, while his partner was set in the early game due to having his default stage be champion, Yoshiya has also come to a standstill in his own development as he hasn't yet evolved Tripmon in any capacity.

While he's raised his Dodge and Endurance to bolster his own defenses, he's also raised his Charisma and Intelligence further to gain more Special Orders. However, this far in the campaign, like Taichi, Yoshiya also needs to make a breakthrough in order to evolve his partner further.

- Yoshiya has access to Special Orders: Swagger, Peak Performance, and Quick Reaction.
- Torment-wise, he's at 7/15 boxes, which makes him at the lowest in terms of Torment progression. This is to be expected because he has the lowest willpower, and many torments to trigger.
- His Digimon hasn't evolved, once.

## 4.06 - Digimon Advancement

Digimon progress in a far more straightforward manner compared to Tamers. They may spend their Bonus DP on either improving their raw Stats on a 1-for-1 basis, or by purchasing additional Qualities to use. However there is a catch: **DP spent on Stats will directly transfer to all of the other stages a Digimon has.**

For example, if you have a Palmon and you add +3 to its Accuracy Stat with Bonus DP, the other stages, Togemon, Lilymon, and Rosemon, would also gain +3 to their Accuracy Stat. **This does not mean that each stage has extra Bonus DP, simply that modifying one stage modifies them all at once.**

Qualities are a bit trickier to increase; while they can still be flavored as the Digimon growing stronger, the vast amount and variety of Qualities and varieties of ways to build a Digimon, limiting yourself to adding the Qualities you purchase with Bonus DP might be a bit awkward to plan around. **As such, the only limitation on purchasing additional Qualities is that Bonus DP spent directly on Qualities, must be spent on Qualities for all the other Stages.**

It is recommended to have all your Qualities set up ahead of time, but we understand that sometimes you can't fit all you want into the creation of a Digimon.

**In summary:**

- If a Digimon is given 5 Bonus DP, and the player decides to allocate it in 2 Stats / 3 Quality Points, then this must be reflected across all stages.

- If a player buys +1 ACC and +1 DMG, it's reflected across all stages.

- However, if a player wanted to buy a rank of System Boost for their Champion Level Digimon, they would have to allocate three Quality Points for their Rookie Level Digimon, without having to buy the same thing that they bought as a Champion. This can translate to having the Rookie buy a point of Improved Derived Stat (1) and taking Prodigious Skill (2) of a kind.

Effectively, this makes the spending value consistent on both stages, though they might have purchased different things for different stages. While we can take a look at Wingdramon and Stefilmon, let's also take a look at XVmon, Stingmon, Tripmon again, because they haven't evolved yet. The Digimon have been given 15 Bonus DP-- but the twins have to split their DP.

## Example: Wingdramon

**Digimon Stage**: Ultimate / Perfect
**Attribute**: Vaccine

**Size**: Huge
**Field**: Dragon's Roar

**Stats**:

- Accuracy: 9 (+5) = 14
- Dodge: 7 (+1) = 8
- Health: 7 (+1)(+1) = 9
- Damage: 8 (+2) = 10
- Armor: 9 (+1)(+2) = 12

**Base Stat Total**: 40 DP
**Base Quality Total**: 15 DP
**Bonus DP**: 15; 10 Stats / 5 Quality

**Total DP**: 70 DP;  50 Stats / 20 Quality Split

**Qualities List**:

- DO: Close Combat (1 DP)
- DS: Fistful of Force (1 DP)
- Reach III (6 DP)
- Weapon III (3 DP)
- Chrome Digizoid W (1 DP)
- Chrome Digizoid A (1 DP)
- [AE: Pull] (1 DP)
- [AE: Knockback] (1 DP)
- Naturewalk: Fire (0 DP)
- EM: Flight (1 DP)
- AoE: Line (2 DP)
- Selective Targeting (2 DP)

---

**Derived Stats**:

- Brains: 14
- Body: 10 (+2) = 12
- Agility: 11 (-2) = 9

**SPEC Values**:

- BIT: 4
- CPU: 4
- RAM: 3

**Parameters**:

- Wound Box Total: 16
- Movement: 10
- Range: 18
- Effective Limit: 25

---

**Attacks**:

- **Explode Sonic Lance:** 21d6 [Melee - Reach 6] [Damage 14] [Chrome Weapon III] [Knockback 8] [AoE: Line]
- **Dragon Drive**: 13d6 [Ranged] [Support] [Pull 8]
- **Blaze Sonic Breath**: 21d6 [Melee - Reach 6] [Damage 14] [Chrome Weapon III]
- **Blue Flare**: 18d6 [Ranged] [Damage 14] [Chrome Weapon III]

## Example: Stefilmon

**Digimon Stage**: Ultimate / Perfect
**Attribute**: Data

**Stats:**

- Accuracy: 8 (+3) = 11
- Dodge: 8 (+3) = 11
- Health: 10 (+1) =11
- Damage: 8
- Armor: 8 (+2) = 10

**Base Stat Total**: 42 DP
**Base Quality Total**: 13 DP
**Bonus DP**: 15;  6 Stats / 9 Quality

**Total DP**: 70 DP; 48 Stats / 22 Quality Split

**Size**: Large
**Field**: Nature Spirits

**Qualities List**:

- DO: Speed Striker (1 DP)
- DS: Hit and Run (2 DP)
- Tracker I (1 DP)
- Weapon III (3 DP)
- Chrome Digizoid W (1 DP)
- Chrome Digizoid A (1 DP)
- [AE: Taunt] (1 DP)
- Combat Monster (2 DP)
- Charge Attack (1 DP)
- Naturewalk: Earth (0 DP)
- EM: Digger (0 DP)
- Signature Move (3 DP)
- [AoE] Pass (2 DP)
- [AoE] Burst (2 DP)
- Selective Targeting (2 DP)

---

**Derived Stats**:

- Brains: 12
- Body: 9 (+1) = 10
- Agility: 11 (-1) = 10 (+1 Initiative)

**SPEC Values**:

- BIT: 4
- CPU: 4
- RAM: 4

**Parameters**:

- Wound Box Total: 18
- Movement: 10 (+4) = 14
- Range: 15
- Effective Limit: 21

---

**Attacks**:

- **Giga Crimson Dive**: 16d6 [Melee] [Damage 12] [Chrome Weapon III] [Signature Move]
- **Vermillion Vortex**: 11d6 [Ranged] [Damage 8]
- **Drilling Kick**: 16d6 [Melee] [Damage 12] [Chrome Weapon III] [Charge Attack] [AoE: Pass]
- **Rising Shout**: 11d6 [Ranged] [Support] [AoE: Burst] [Taunt -8]

## Example: XVmon

**Digimon Stage**: Champion / Adult
**Attribute**: Free

**Size**: Medium
**Field**: Virus Busters

**Stats**:

- Accuracy: 5 (+1) = 6
- Dodge: 4 (+1)(+2) = 7
- Health: 4 (+1)(+2) = 7
- Damage: 4
- Armor: 6 (+2)(+2) = 10

**Qualities List**:

- DO: Guardian (1 DP)
- Instinct II (2 DP)
- Naturewalk: Light (0 DP)
- Element Master: Light (2 DP)
- DC: Rejuvenating Light (1 DP)
- [AE: Fear] (1 DP)
- Jumper (0 DP)
- Combat Monster (2 DP)

**Base Stat Total**: 23 DP
**Base Quality Total**: 7 DP
**Bonus DP**: 7; 5 Stats / 2 Qualities

**Total DP**: 37 DP; 28 Stats / 9 Quality Split

---

**Derived Stats**:

- Brains: 8
- Body: 7
- Agility: 5

**SPEC Values**:

- BIT: 2
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 12
- Movement: 8 (+1) = 9
- Range: 9
- Effective Limit: 13

---

**Attacks**:

- **X Laser**: 5d6 [Range] [Damage 4]
- **Magnum Punch**: 5d6 [Melee] [Damage 4]
- **Hearty Shatter**: 5d6 [Ranged] [Support] [Fear 2]

---

## Example: Stingmon

**Digimon Stage**: Champion / Adult
**Attribute**: Virus

**Size**: Medium
**Field**: Nightmare Soldiers

**Stats**:

- Accuracy: 8
- Dodge: 4 (+2) = 6
- Health: 4 (+2) = 6
- Damage: 1 (+4) = 5
- Armor: 5

**Qualities List**:

- DO: Ranged Striker (1 DP)
- Instinct II (2 DP)
- Naturewalk: Dark (0 DP)
- Technician I (1 DP)
- [AE: Exploit] (2 DP)
- [AE: Immobilize] (1 DP)
- IDS: Brains I (1 DP)
- Wallclimber (0 DP)
- Armor Piercing II (2 DP)
- Crybaby (1 DP)
- Charge Attack (1 DP)

**Base Stat Total**: 22 DP
**Base Quality Total**: 8 DP
**Bonus DP**: 8; 4 Stats / 4 Qualities

**Total DP**: 40 DP; 26 Stats / 12 Quality Split

---

**Derived Stats**:

- Brains: 9 (+1) = 10
- Body: 3
- Agility: 6

**SPEC Values**:

- BIT: 3
- CPU: 2
- RAM: 2

**Parameters**:

- Wound Box Total: 11
- Movement: 8 (+2) = 10
- Range: 10
- Effective Limit: 15

---

**Attacks**:

- **Spiking Finish**: 8d6 [Melee] [Damage 5] [Armor Piercing II] [Charge Attack]
- **Hell Squeeze**: 10d6 [Ranged] [Support] [Immobilize 4]
- **Moon Shooter**: 10d6 [Ranged] [Support] [Exploit 3]

---

## Example: Tripmon

**Digimon Stage**: Champion / Adult
**Attribute**: Free

**Size**: Medium
**Field**: Metal Empire

**Stats**:

- Accuracy: 8
- Dodge: 8 (+2) = 10
- Health: 3 (+2) = 5
- Damage: 1 (+2) = 3
- Armor: 5 (-2)(+2) = 5

**Base Stat Total**:  25 DP
**Base Quality Total**: 15 DP
**Bonus DP**: 15; 8 Stats / 7 Qualities

**Qualities List**:

- DO: Effect Warrior (2 DP)
- IDS: Brains (1 DP)
- Pro Skill: Survival (2 DP)
- Naturewalk: Steel (0 DP)
- Technician I (1 DP)
- Combat Awareness III (3 DP)
- Speedy III (3 DP)
- Teleport (3 DP)
- [AE: Vigilance] (2 DP)
- [AoE: Blast] (2 DP)
- Absolute Evasion I (3 DP)

**Total DP**: 55 DP; 33 Stats / 22 Quality Split

---

**Derived Stats**:

- Brains: 9 (+1) = 10
- Body: 4
- Agility: 9 (+3 Initiative)

**SPEC Values**:

- BIT: 4
- CPU: 3
- RAM: 3

**Parameters**:

- Wound Box Total: 8
- Movement: 8 (+6) = 14
- Range: 10
- Effective Limit: 15

---

**Attacks**:

- **Trip Gate**: 8d6 [Ranged] [Damage 3]
- **Wanderer Fang**: 8d6 [Melee] [Damage 3]
- **Country Roads**: 8d6 [Ranged] [Support] [Vigilance 4][AoE: Blast]

# 5.0 - Chapter Five: Combat

In the Digital World, combat is all but inevitable. In a realm where survival of the fittest often takes the most literal form imaginable, encounters can quickly turn into a matter of life or death. Conflict is what drives many Digimon, and even the most devoutly pacifist Digimon is at least capable of defending itself should the need arise.

To support such a world, Digimon: Digital Adventures contains a system with which players and enemies can clash head-to-head in combat.

---

## How Does Combat Work?

In Digimon: Digital Adventures, Combat is a turn-based system, determined by all involved characters rolling Initiative to determine their turn order. Initiative is determined by rolling 3d6+Digimon's Agility Stat. **This means that Digimon-Tamer teams work off the Digimon's Agility, and act on the same turn during a round.**

---

## 5.01 - Initiative

---

**Initiative, as stated previously, is determined by 3d6+The Digimon's Agility score. Tamers do not roll Initiative unless they lack a Digimon partner, in which case they roll 3d6+(Agility + Fight) to roll their Initiative.**

Tamers and their partner Digimon act on the same turn. In the event of an Initiative tie, the Digimon with the higher Agility Score should go first. If the tie still persists, the GM should give the player characters the higher turn order.

There are several situational modifiers for Initiative-- If the Tamers are being particularly cautious and planning out things ahead of time instead of rushing right in, their Digimon add their Tamer's Intelligence Stat to their Initiative Roll.

If the party manages to entirely sneak up on some unsuspecting Digimon before attacking, they have successfully initiated a **Surprise Round**.

**A Surprise Round** is an incredibly useful tool for the party to use. Not only does it add +5 to their Initiative Roll, but it gives them a free round where the opposing party cannot attack them in retaliation.

**Attacks used in a Surprise Round qualify as Sneak for the purposes of activating Qualities.** If a Digimon has the Combat Awareness Quality at Rank 3, the Surprise Round counts as the first Round of Combat.

---

Now, once Initiatives are set, now Tamers and Digimon have time to act. How is this achieved?

- **During your turn, each Digimon and each Tamer has a pool of Actions they can use. Both have two actions each. This means that the Human and Digimon can either make a Complex Action, or two Simple Actions, respectively.**

Both Tamer and Digimon may use both of these, meaning a Tamer and Digimon have more actions than a solitary Digimon does. Try to use this to your advantage in combat. But how is combat actually done? Let's take a look at the next section!

---

## 5.02 - Attacks, Effects, and How they Work

---

To start-- during the Digimon Creation Section, Digimon were built with multiple attacks that can have different qualities, as expressed earlier in this manual (Section 3.17). Everything comes to this point!

To reiterate one very important fact before we begin, **a Digimon cannot use the same Attack more than once per round. This rule is ignored if the Digimon only has one Attack (due to being at a low stage), and Tamers ignore this rule due to not having any named Attacks.**

When using an Attack, you roll a number of six-sided dice (d6s) equal to your Accuracy Stat (using a Pool Check as stated earlier), and setting aside the number of Successful Dice (5s and 6s). When Dodging, Dodge is rolled as a pool with a number of d6s equal to your Dodge Stat.

In order to land the attack, your Accuracy Successes must outstrip the target's Dodge Successes. Subsequently, whether the dodge was successful or not, the Dodge Pool is lowered by 1 for every attack onward. This resets at the start of a new round.

**This is how Attacking works:**

- The attacker rolls their Accuracy Pool, and sets aside their Successful Dice.

- The target of the Attack rolls their Dodge pool, setting aside their Successful Dice.

- Subtract the number of Successful Dodge Dice from the number of Successful Accuracy Dice.

- **If the number of Successful Accuracy Dice is equal to or greater than the number of Successful Dodge Dice, then the Attack has hit.**

- **If there are more Dodge Dice than Accuracy Dice in the Success pool, or no successful Accuracy Dice were rolled, then the Attack has missed.**

- Any extra Accuracy Dice after Dodge Dice have been subtracted are considered leftover Successful Accuracy Dice. For example, if you have 5 Successful Accuracy Dice and the opponent has 2 Successful Dodge Dice, that's 3 leftover Successful Accuracy Dice. This number is added to the Digimon's Damage Score.

As mentioned before in an earlier section (3.09), Attacks can have [Effects] attached to them if the qualities are bought. There are three ways to apply [Effects] in combat, as listed:

- If a [Positive Attack Effect] is attached to a [Melee/Ranged] [Support] move, the Buffer must roll Accuracy, and the recipient must roll Health. **For more elaboration, look at Section 3.09c How [P] Effects work.**

- If a [Negative Attack Effect] is attached to a [Melee/Ranged] [Support] move, the attack must only land to affect the intended target. Any additional accuracy successes apply to the [Effect]'s duration. **For more elaboration, look at Section 3.09d: How [N] and [N/A] Effects work**.

- If an [Attack Effect] is attached to a [Melee/Ranged] [Damage] move, the attack must deal 2 damage minimum to apply the effect. Any additional accuracy successes past that 2 Damage apply to the [Effect]'s duration.

What [Effects] do can be found in the Attack Effects Glossary (Section 5.06).

But on that note, how is Damage calculated? This moves us to the next section!

## 5.03 - Damage

**Damage is Calculated this way:**

- After the Attack is confirmed to be successful, first add the leftover Successful Accuracy Dice to your Damage Stat.

- Then subtract the target's Armor stat from the total.
.
- This final number is the Damage that the target takes, which is directly subtracted from their Wound Boxes.

Listed below is an example of combat:

---

A Frigimon uses Sub-Zero Ice Punch, and rolls an accuracy pool of 7d6.

The Defender, an Agumon, rolls their dodge pool of 4d6.

The Frigimon rolls (~~4~~ ~~3~~ ~~1~~ ~~4~~ ~~4~~ 5 ~~3~~, 1 success) = 1 Accuracy Success

The Agumon rolls (~~1~~ ~~1~~ 6 5, 2 successes) = 2 Dodge Successes

Frigimon misses.

---

Because the Frigimon rolled less successes than Agumon's Dodge roll, Agumon has dodged the attack, and takes no damage. Now, this Agumon in particular has something called Counterattack, which triggers in this instance. Let's see how this continues:

---

Agumon decides to Counterattack with Pepper Breath, which has a pool of 6d6.

Frigimon's Dodge, which is normally 6d6, is halved into 3d6.

Agumon rolls (6 6 6 6 6 ~~2~~, 5 successes) = 5 Accuracy Successes

Frigimon rolls (5 6 5, 3 successes) = 3 Dodge Successes

Agumon lands his Counterattack with 2 Accuracy Dice to spare.

Agumon has a Damage Stat of 5, while Frigimon has 5 Armor.

Effectively, Agumon's (2+5) Damage - Frigimon's 5 Armor = **2 Damage**

---

To add onto this example, if Agumon had a [Negative Effect] attached to Pepper Breath, Fridgimon would have been affected due to Agumon achieving the aforementioned conditional 2 Damage.

However, because he only did 2 Damage and nothing more, the [Effect] would only persist for a single round, with the exception being [Poison] (which has a minimum duration of 3 rounds).

But with that said, this is effectively Combat-- or a damage exchange, in a nutshell.

There's a little bit more to combat as expressed through the actions that people can take that are augmented by qualities, but this is how the main flow of combat works. Before we get into that, here are the last things to keep in mind, to recap, just a little.

## 5.03a - Combat Basics

- **Initiative is rolled as a Check of 3d6+[Digimon's Agility].** At this point, modifiers that add to the Initiative Roll (like Combat Awareness, or Special Order: Strike First) should be counted.

- If the Player does not have a Digimon with them for some reason, their initiative is rolled as a Check of 3d6+[Humans's Agility + Fight].

- **Players can choose from their Digimon's list of attacks and use them, but cannot use the same move twice in a row.** Once again, this rule is ignored if the Digimon only has one Attack (due to being at a low stage). Tamers ignore this rule due to not having any named Attacks.

- In combat, whether attacking, defending, or supporting, Accuracy, Dodge, and Health respectively are rolled as Pool Checks of the [X Stat]d6. Successes are 5s, and 6s.

- When attacking or defending, if the number of Accuracy or Dodge Successes outstrips the other, the attack either hits or misses.

- In the case of an Area Attack, the attacker's Accuracy is only rolled once; everyone under attack rolls their Dodge, with their RAM Scores as an added bonus.

  If a Gururumon and a Tyrannomon were under attack, instead of rolling their base Dodge Scores of 7 and 4 respectively, they would have their RAM added to that value-- bumping those values to 9 and 6.

- Even if the case when an opponent's Armor would negate all the Damage taken, they take 1 point of Damage from a successful Attack.

- **Whenever a character is attempting to dodge more than one Attack per round, they take a stacking -1 penalty to their Dodge Pool for every Attack past the first.** Meaning, if a Digimon were to be targeted by 6 Attacks in a single round, their Dodge pool takes a -5 penalty by the time the final Attack is fired.

- A Character's Dodge (whether human or Digimon) cannot drop below 1.

- The Dodge penalty disappears at the start of a new round.

- If an attack has [Damage] and [Effect] on it, **the attack must do at least two damage to proc the effect.** Any additional damage counts towards the duration.

- If a [Negative Effect] triggers on a [Support] tag, Effects have a Duration of X turns (where X is the leftover Accuracy Dice when making an Accuracy Roll with the Effect.)

- Allies need to roll Health to determine the duration of a [Positive Effect], through reaching the target number of Accuracy Successes with their Health Rolls, and surpassing it for extended duration. Single-target buffs will always have a guaranteed duration of 1, and cannot miss.

- **If an individual's Wound Boxes go down to 0 or lower, they are defeated.** For more information, see Section 5.10: Defeat.

---

## 5.04 - Battle Actions

While rolling to attack is great, there are other kinds of actions that may be taken within the Human and Digimon's turn economy.

Detailed in this Section is a list of **Standard Actions** and **Special Actions**.

Some of the listed actions are Simple (requiring one action), Complex (requiring two actions), or more, dependent on the choice made. Some Qualities may have an Action type as a prerequisite, but any Digimon or any Tamer can use the following list.

## 5.04a - Standard Actions

### Attack

The Digimon or Tamer may use an Attack as a Simple Action. Tamers use their Derived Stats, as detailed in Section 2.03. A Digimon may not use the same Attack twice in one round unless they only have one Attack, or in the case of Tamers, do not have any named Attacks.

### Hold Back

The Digimon or Tamer pulls their punch, making their next Attack deal non-lethal damage. If the target would be brought to 0 or less Wound Boxes, they are instead set to 1 and considered incapacitated and no longer part of combat. **As long as the intent is declared, the attack is held back.**

This is a good option to use when you are attempting to stop a rampaging Digimon or a Berserk Digimon that underwent Dark Evolution. **You cannot hold back if your Digimon is in Offensive Stance, or when a Signature Move is used.**

### Use a Skill

The Tamer or Digimon makes a Skill Check in Combat. This could be a check to move a hazardous object, a check to persuade a villain to stop, or a simple perception check to get information about the area. This counts as a Complex Action.

### Clash

The Digimon or Tamer may initiate a Clash as a Simple Action. (See Section 5.08).

### Move

The Digimon or Tamer may move a number of meters equal to a chosen Movement Score (Movement, Fly, Swim, etc), terrain allowing.

### Use an Item

The Digimon or Tamer may use an item to support their team. This action may vary wildly in what you can and cannot use depending on the setting, but it will always count as a Complex Action.

### Move in Difficult Terrain

If a Digimon or Tamer has to traverse Terrain that is unstable or hazardous, or that it's simply not used to, it takes a Complex Action over a Simple Action to move through. Consult your GM about whether or not there is Difficult Terrain involved on the map.

### Stance Change

As a Simple Action, the Digimon or Tamer can take up a different Stance which will affect your Stats (do not change your Derived Stats when swapping Stances). Besides the default Neutral Stance (which is considered the default), you are allowed to take either **Defensive Stance or Offensive Stance.**

- A **Defensive Stance** has the character increase their Dodge Pool by 50% before any negative modifiers are in play such as the stacking Dodge Penalty from trying to avoid multiple Attacks in a round. Round this number down.

  For example, if you have a Dodge stat of 13, in a Defensive Stance your Dodge stat would effectively become a 19 (19.5 rounded down). However, when taking up a Defensive Stance, your Accuracy Pool is halved, rounded up. For example, again with a 13, but this time in Accuracy, a Defensive Stance would have a given character only rolling 7d6 for an Attack.

- An **Offensive Stance** is just the opposite: using the same formulas as before, increase the Digimon's Accuracy Pool by 50%, but cut their Dodge Pool in half.

In short:

- **Defensive Stance**: Accuracy x (0.5) and Dodge x (1.5)
- **Offensive Stance**: Accuracy x (1.5) and Dodge x (0.5)

Additionally, **if a Digimon or Tamer is in Offensive Stance, they are incapable of declaring their intent to Hold Back.**

- If the Digimon possesses **Data Specialization**: Sniper, it may take **Sniper Stance**. As detailed earlier, while this stance is active, the Digimon does not suffer any penalties to Accuracy for Ranged moves, but instead suffers a Dodge penalty against [Melee] tagged attacks equal to their opponent's RAM, and cannot target enemies within 2 meters.

- If the Digimon possesses the **Quality: Braveheart**, it may take **Brave Stance**. As detailed earlier, while this stance is active, the Digimon is allowed to **[Guard]**. **[Guarding]** is a simple action. If the Digimon chooses to [Guard] for that turn, their Armor is counted as x1.5 when defending against an attack, while movement is penalized by the Digimon's Stage Bonus.

  If the Digimon would be healed back to over half of their Wound Box Total, they are removed from [Brave Stance] into [Neutral Stance].

## 5.04b - Special Actions

### Direct

The Tamer may direct their Digimon partner at the cost of a Simple Action, giving orders to help coordinate their Digimon's tactics. **This grants the Digimon a bonus to their next Dodge or Accuracy roll equal to the Tamer's Charisma Attribute.**

If a Tamer attempts to direct a Digimon that isn't their own, the Digimon gains a bonus to Dodge or Accuracy of their next roll equal to the Tamer's Charisma, -2. **You cannot Direct Twice in the same turn.**

### Special Order (Simple or Complex Action)

The Tamer may declare a Special Order as long as they meet all the prerequisites. To see more information on Special Orders and the kind of Special Orders that are available to humans, look at Section 2.04.

### Bolster

**The Digimon or Tamer may turn a Simple Action type into a Complex Action type in order to add +2/+1 to the potency of the action.**

For example, a Tamer could Bolster their Direct in order to add an additional +2 to the bonus of Directing, at the expense of making Direct a Complex Action. The chosen action must be a Simple Action and have a numerical value to add to in order to be Bolstered. Bolstering does not take up an Action slot on its own.

If a Digimon chooses to bolster an attack, they have these two choices:

- The Digimon gets a +2 to Damage and Accuracy for that attack.
- The Digimon gains an additional +1 to their BIT or CPU score for the intent of inflicting an effect, whether it is positive or negative. They may only do this type of Bolster once every two rounds.

So, in short: Tamers may bolster every turn, while Digimon can only bolster their actions twice in a battle. **You cannot have a Digimon bolster their own Signature Move, a Sneak Attack, nor bolster their actions when clashing.**

### Intercede

**The Digimon or Tamer gives up one of their Simple Actions on the following round in order to make an Intercede Action.** (See Section 5.07.) You may Intercede for as many times as the tamer OR Digimon has actions.

---

### Called Shot

**The Digimon or Tamer may perform a Called Shot, once per battle. A Called Shot requires a Simple Action from the Human, and a Complex Action from the Digimon.** This is done by targeting a specific item, body part, or tool which requires more finesse than simply directly targeting an opponent as a whole.

There are two kinds of Called Shots: **Sharpshooting** (which does Damage, applies a Negative Effect, or both), and **Focusing** (which applies a Positive Effect).

---

## Sharpshooting

**If the player intends to cripple an enemy with a Called Shot, that is considered Sharpshooting.** There are two main things to keep in mind, when this is declared:

- The Digimon's Attack automatically is treated as if it has an Damage Buff equal to the Digimon's Stage Bonus.
- The Digimon's Attack takes an Accuracy penalty equal to the target's RAM value and has its damage reduced by the target's CPU value.

However; if the Attack deals at least 2 damage, the Called Shot is successful and the target takes a penalty as is deemed appropriate by the GM (for example, a Movement penalty if you wounded the target's legs or wings).

---

**If the Sharpshooting taking place does not deal damage**, this occurs instead:

- The Digimon's Attack Effect automatically is treated as if it has +1 Potency.
- The target Digimon gains a bonus to their Dodge equal to their RAM value + Stage Bonus.

If the attack lands by a margin of 2 additional successes (surpassing the Target's Dodge Roll), regardless of whether the target Digimon has Immunity or not, the Effect lands and persists for a guaranteed duration of two Rounds.

In short:

- **Sharpshooting cannot be called in combination with Area Attacks.**
- **Sharpshooting also cannot be used in Offensive Stance.**
- If the attack was successful, the Digimon may not make another Called Shot for that combat.
- If the attack failed, they may attempt another Called Shot next turn.

---

## Focusing

**If a Called Shot is used with a Positive Effect (Labeled with [P]), this is called Focusing.** Focusing is performed when the Digimon in question is attempting to pull all the stops to make something succeed. When **Focusing** is declared, there are two things to keep in mind:

- If the Attack targets a single recipient, the Digimon is treated as if it also receives the same buff at full potency. However, the guarantee of the Buff hitting no longer applies, and the target Digimon must make the TN.

- If the Attack targets multiple allies through the use of an Area Attack Tag, aside from the -1 Potency to the Effect and the lack of guarantee, the user adds their Stage Bonus to their allies' Health Rolls.

**A Digimon cannot initiate Focusing while in Defensive Stance.** Additionally, regardless of whether the Called Shot is successful or ends in failure, the Digimon may not make another declaration for Focusing for the remainder of the battle.

---

### Divine Protection

**The Tamer gives up one of their Simple Actions to negate any instance of Damage they would take on them, once per battle.** This action can only be used to protect themselves if the human would find themselves as the recipient of any attack, and may be called after a Dodge Check/Roll is failed.

When Divine Protection is evoked, like with Intercede, a Simple Action on their next turn is given up. If a Human would do this again, each consecutive act costs 2 Inspiration.

Divine Protection cannot be evoked in situations where a human character willingly throws themselves into the fray of combat recklessly, with a disregard for whatever consequences ensue. However, if there's something they feel strongly for that they want to accomplish no matter what… GMs should also consider rewarding that.

GMs, do note, that there are some exceptions to the latter paragraph as this is meant to be a tool for players to keep their human characters out of harm's way or to change the course of a battle.

There's a difference between catching a human character in the crossfire of an attack, or attacking them deliberately to show that the boss means business, versus a player evoking this with intent to abuse it after hypothetically bantering with the boss purposefully under the assumption they can't be harmed. As the GM, you have a final say on what Divine Protection may apply to given the circumstances.

---

### Evolution

**The Tamer uses a Simple Action to declare their Digimon's Evolution.** The Digimon may Evolve to a higher stage when this is declared, provided that the Digimon must meet the campaign's prerequisites to do so-- whether this means making a Skill Check of 3d6+Willpower and succeeding, or meeting the DP threshold to freely evolve into the proper stage.

If the Tamer fails the check, they cannot attempt to Evolve their Digimon a second time within the same round. Upon evolution, the Digimon is fully healed from any prior wounds.

### Slide Evolution

The Digimon may shift forms into an alternate stage. They may only do so at the GM's discretion, if they feel that the player has "Mastered" their Digimon's evolutions. **Please note that not all campaigns will have this mechanic, and it's important to consult with your GM first if it is avaliable.**

- **If the Slide Evolution is counted as the same Stage as the Digimon's current form, it takes a Simple Action from the Digimon**.

  In doing so, the Wound Box total of the current form is translated to the Slide Evolution. Ergo, if ExVeemon has 7 Wound Boxes and slide evolutions into Fladramon, Fladramon still has 7 Wound Boxes.

- **If the Slide Evolution is a higher stage, and the Tamer does not roll an Evolution Check to achieve said stage, it takes a Complex Action to Slide Evolve.**

  For example, if Fairymon wanted to Slide Evolve into Shutumon and had 6 Wound Boxes, upon slide evolution, they would regain the difference of Base Wound Boxes between stages. Fairymon, a Champion Digimon, has a base Wound Box count of 5, to Shutumon's base 7 Wound Boxes, so upon Slide Evolution, they would heal 2 Wound Boxes. **This "recovery" only applies the first time Slide Evolution is evoked.**

- If a Digimon is initiating Slide Evolution from a Higher Stage to a lower stage, their Wound Box Count remains the same and it takes a Simple Action from the Digimon to do so.

---

### Recovery Check

A **Recovery Check** is a check made at the end of combat, to see how much Tamers and Digimon recover their Wound Boxes (with the exception being if a Digimon has bought the necessary qualities from the Quick Healer Tree.)

- When a Human wants to make a Recovery Check, they must roll their Body + Endurance as a dice pool; for every 5 or 6, they regain one Wound Box.

- When a Digimon makes a Recovery Check, they must roll their Health Stat as a dice pool. Like above, for every 5 or 6, they regain one Wound Box.

Keep in mind that this rule is largely optional, as most GMs may fiat that your Digimon recovers between battles where no combat occurs.

## 5.05 - Range

To reiterate once more, Range is defined as how accurately a Digimon can use an attack of theirs, and Effective Limit is defined as how far any given attack of theirs can reach in meters.

- **Range** is calculated as **[(Accuracy + Brains)/2]+BIT**
- **Effective Limit** is calculated as **[Accuracy/2]+(Brains)+BIT**

For grid-based systems, these can be taken as a translation of spaces between you and your intended target. In summary:

- **When using an Attack, a [Melee] tagged Attack may only be used on an enemy who is adjacent to the user.**

- [Ranged] and [Area] tagged Attacks are a different matter, however. A [Ranged] Attack may be fired at any distance within a Digimon's Effective Range, but if the primary target of the Attack is adjacent to the user, as stated above, the Attack takes an Accuracy penalty equal to the target's RAM value.

- When using an [Area] Tagged Attack, if there is more than one target, each target gains a bonus to their Dodge pool equal to their RAM value.

- **To make a [Ranged] attack against a target, you must be able to see them or gauge their position.**

- **When attempting to hit something out of your Range, up until your Range Limit for every two meters, you suffer an Accuracy Penalty of -1.**

- **If a Digimon wants to use a [Ranged] Attack at Melee Range, they take an Accuracy Penalty of the target's RAM value.**

For example, Rapidmon has an Accuracy Score of 9, a Brains Score of 12, and a BIT score of 4. Effectively, Rapidmon would have a Range of 15, and an Effective Limit of 21.

Without difficulties, Rapidmon could hit anything within 15 meters of himself without a penalty (with the exception of using a Ranged Attack at Melee Range). However, if he wanted to hit something that was 20 meters away, he would take a -2 Accuracy Penalty.

It is possible to use an area attack in a vicinity where you think your intended target is, however, do keep in mind that Blocking Terrain prevents area attacks from breaking through unless destroyed prior.

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## 5.05a - Range Alternatives

For GMs: If the aforementioned method of calculating range doesn't do it for you, the alternative is to consider the concept of **Zones**.

During combat, space is divided into several interconnected zones which will help to determine a Digimon's ability to move towards and away from various enemies. **In this case, simply use "Zones" labeled Close, Long, and Far.**

- **Close Range** is essentially [Melee] Range.
- **Long Range** is a Range where [Ranged] Attacks take no penalty.
- **Far Range** has [Ranged] Attacks take a flat -2 Penalty no matter the distance.

A Digimon may move between one Zone using a Simple Action to move. However Digimon with a Movement of 15 or higher may traverse 2 Zones with a single Simple Action to move.

Even with this simplified method of measuring distance, be sure to specify how far they are apart. A Digimon still needs the proper method of movement in order to move closer to an enemy in the air, or underground.

# 5.06 - Attack Effects Glossary

### Immobilize [N]

The target takes a penalty to their Movement equal to the user's **BIT** Value x2 for the duration of the Effect. This Effect may lower a target's Movement to 0.

### Knockback [N/A]

The target is forcibly pushed away from the user a number of meters equal to the user's **CPU** Value + Stage Bonus. This Effect has no Duration. If the target would be pushed into a solid object such as a wall, use the falling guidelines (detailed in Section 5.08) for the damage it takes.

If it would be pushed into a group of enemy Digimon, use the throwing guidelines (5.08) for the damage each party takes.

### Pull [N/A] -

The Target is forcibly pulled towards the user in a number of meters up to the user's **CPU** Value + Stage Bonus. This effect has no duration.

### Taunt [N]

The target takes an Accuracy penalty for attacking anyone who is not the user of the Taunt Effect equal to the user's **CPU** Value x2 for the duration of this Effect. If the Attacker uses an Area Attack which has the user as a target, it instead takes a penalty of the user's **CPU**-2 for the Accuracy roll.

### Fear [N]

The target takes an Accuracy penalty for attacking the user of this Effect equal to the user's **BIT** Value for the duration of this Effect. If the target was Clashing with the user, the Clash ends, and it may not Initiate Clashes with the user for the duration of the Effect.

### Poison [N]

The target takes a set amount of unalterable Wound Box Damage equal to the target's **CPU** Value at the end of each round. Poison's minimum duration is 3 rounds.

*DDA is flexible to accommodate different names for effects, for example, if you wanted to reflavor "Stun" as "Slow", you may do so.

### Confuse [N]

The target takes a penalty to Accuracy and Dodge equal to the target's **CPU** value or **BIT** value (whichever is higher), for the duration of the Effect.

### Stun [N]

The target loses a Simple Action each round for the duration of the Effect. If the target was Clashing, the Clash ends.

### Haste [P]

The target of the Attack gains an additional Simple Action to use for one round. This Effect has no Duration. An Attack with the Haste Effect must be used as a Complex Action.

### Weaken [N]

The target takes a penalty to its Damage and Armor equal to the user's **BIT** Value for the duration of this Effect.

### Distract [N]

The target takes a penalty to its Dodge and Accuracy equal to the user's **BIT** Value for the duration of this Effect.

### Exploit [N]

The target takes a penalty to its Armor and Dodge equal to the user's **BIT** Value for the duration of this Effect.

### Pacify [N]

The target takes a penalty to its Damage and Accuracy equal to the user's **BIT** Value for the duration of this Effect.

### Fury [P]

The target gains a bonus to their Accuracy and Damage scores equal to the user's **BIT** value for the duration of this Effect.

### Strengthen [P]

The target gains a bonus to its Damage and Armor equal to the user's **BIT** Value for the duration of this Effect.

### Vigilance [P]

The target gains a bonus to its Dodge and Armor equal to the user's **BIT** Value for the duration of this Effect.

### Swiftness [P]

The target gains a bonus to its Dodge and Accuracy equal to the user's **BIT** Value for the duration of this Effect.

### Lifesteal [N/A]

This Attack heals a number of the user's Wound Boxes equal to the user's **CPU** value. If the Attack deals damage less than the user's **CPU** value, it instead heals for that amount instead. However, you may use this Attack as a Complex Action in order to double the Lifesteal Effect's potency. Lifesteal has no Duration.

### Vigor [P]

The target gains a bonus to their Dodge score equal to the user's **BIT** Value, and to their Movement score equal to the user's **BIT** Value doubled, for the duration of this Effect.

### Blind [N]

The target takes a penalty to their Accuracy and Dodge equal to the user's **BIT** Value. Additionally, the target takes a Stage Bonus Penalty to Sight-based Perception checks for the duration of this Effect.

### Paralysis [N]

The target treats all terrain as Difficult Terrain for the duration of the effect and takes a penalty to their Dodge equal to the user's **BIT** value. If the target was Clashing, the Clash ends. **If the afflicted was under the effect of Overwrite, they no longer benefit from those effects.**

### Shield [P]

The target gains an amount of Temporary Wound Boxes equal to the user's **BIT** value. You cannot use a Shield Effect more than once per Round, but may increase the potency to your **BIT** value x3 by making an Attack with [Shield] a Complex Action instead for that round. Temporary Hit Points are removed at the end of combat.

The Temporary Wound Boxes given to Digimon through the use of Shield do not add to a Digimon's Combat Monster Count.

### Regenerate [P]

The target regains static Wound Boxes at the start of each round equal to the user's **BIT** Value for the duration of this Effect. While under the effects of Regenerate, the target is also treated as if they had an additional rank of Resistant.

Additionally, [Regenerate] only affects your Wound Box total, and does not regenerate bonuses given by [Shield], or any other outside Temporary Wound Box.

### DOT [N]

The afflicted reverts into a 16-bit sprite of itself, and may only make basic attacks (i.e., attacks with just the [Melee/Ranged] [Damage] tags) for the duration of the effect, but gains a Dodge Bonus equal to their **RAM** score. **If the afflicted was under the effect of Overwrite, they no longer benefit from those effects.**

**DOT can only be applied to damaging moves, and has a max duration of 3 turns.** Once an enemy has been under the effect of DOT, it cannot be afflicted again.

### Lag [N]

The Target's initiative is lowered on the turn order for battle for the next round. (Given, if an enemy was afflicted with [Lag 3] on Round One, during Round Two, its initiative is considered to be three spots lower.)

If this attack lands, roll 1d[the Digimon's BIT score]; the number rolled for this check is what the target's initiative may be lowered up to. This effect does not stack if multiple instances are used on the same target.

**An Attack with [Lag] must be used as a complex action.**

### Burn [N]

When the target is afflicted with [Burn], the Digimon takes 1 Damage for every meter moved, whether this is by choice, through the effects of [Knockback] or [Pull], or by throwing. This Damage is reduced by Armor, but always does a minimum of 1 damage. If the Digimon does not move at all during the entire round, they take their Stage Bonus x 2 in Damage at the end of the round. A Digimon with Naturewalk: Fire cannot be afflicted by this effect.

This does not stack with [Poison], and should an enemy be afflicted with both, the most recent of the two overrides the previous effect. **[Burn] can only be applied to damaging moves, and has a max duration of 3 turns.**

### Cleanse [N/A]

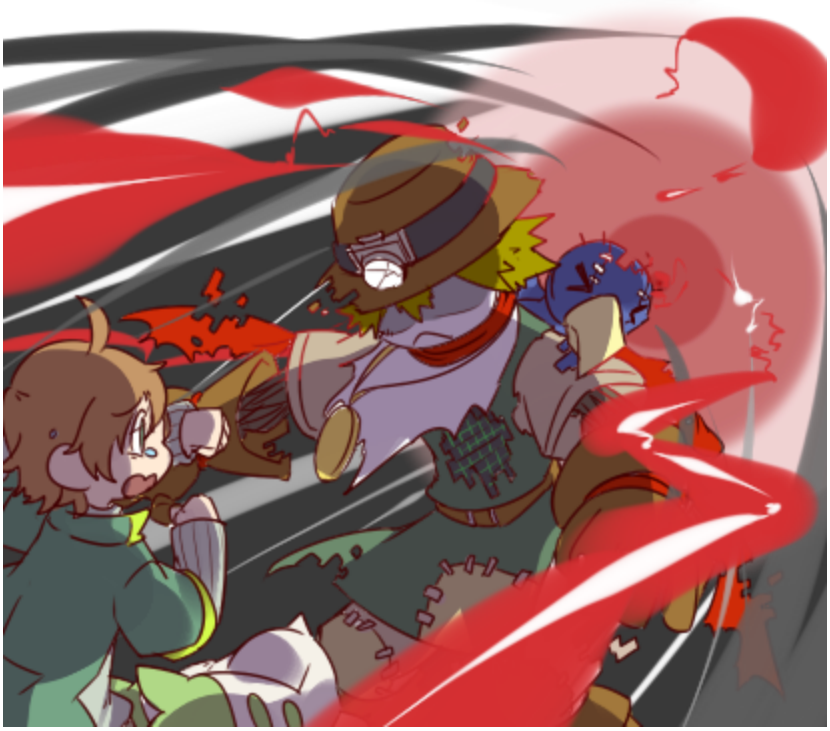
The user may reduce the duration of a number of Effects equal to the leftover Accuracy Dice (for example, if there were 3 Leftover Accuracy dice, it may target up to 3 Effects), and reduce their duration by a number of turns equal to their **BIT** Value. Even if applied to an [Area] Attack, Cleanse may only target a total number of Effects equal to the highest number of leftover accuracy dice from among the targets.

For example, if the user rolls 5 Accuracy in an Area Attack with the Cleanse tag, and there are three targets who roll 2, 3, and 4, Dodge, the user may target up to 3 Effects (each Individual counts as a new Effect, even if it has the same name) with the Cleanse tag, because the highest Leftover Accuracy is 3.

Cleanse is counted as **Non-Aligned** as it can be used as a single target skill, or as an area attack that indiscriminately lowers the duration of all effects (regardless of label) of both allies and enemies alike. However, if **[Selective Targeting]** is bought, it can be declared as one of two ways with the **[Area Attack]** Tag:

| **Dispel [N]** | **Purify [P]** |
| --- | --- |
| This instance is used negatively to remove buffs from the enemy. It cannot be used in the same instance to remove debuffs from your allies. | This instance is used positively to remove debuffs from your allies. In the same instance, it cannot be used to remove buffs from enemies. |

# 5.07 - Interceding



**Interceding is a tactic a character can use to take a hit for someone else.** If an ally within the character's movement range would be targeted by an Attack, the character may make an Intercede Action.

An Interceding character may make themselves the target of the attack instead of the original target, but **the character Interceding does not roll to Dodge; they take the full brunt of the Attack**. This does not negate Area Attacks. **In addition, a character who Intercedes loses a Simple Action on their next round.**

A character can also use their Intercede Action to throw an ally out of the range of an Area Attack, thus becoming the sole target of an Area Attack. They may throw an adjacent Ally in order to remove them from the area of effect.

Follow the Throwing rules in the Clash Section (5.09) for rules on how this would work. The character still loses a Simple Action next round for doing so, and still cannot roll for Dodge.

- Remember, Enemies can Intercede too. GMs, Don't be afraid to let a really big, burly, bulky enemy keep taking a hit for a frail enemy if you think your players need a challenge. It sounds rude, and honestly it is, but that's a bit of the fun isn't it? And if you keep using a tactic, it'll get your players thinking about either using it themselves, or finding a way

around it. Get creative, have fun, don't be afraid to pull out all the stops in an encounter. It can be rewarding to both you as a GM, and to the players.

- Interceding is also a useful storytelling tool. A Digimon willing to sacrifice itself for its Tamer, or a Tamer who blocks an Attack aimed at their weakened Digimon, could grant the characters the boost they need to achieve a higher stage of evolution!

  That said, don't use this as a crutch either, otherwise combat can get really predictable. Try to mix up the instances of where your Digimon and Tamers can finally break the boundaries to a higher stage!

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## 5.08 - Clashing

Sometimes Attacking isn't all that simple, and you want to get up close and personal, overwhelming and locking down your opponent's movements, often a type of grapple or wrestling maneuver, but sometimes it can be something a bit more subtle, whether it's trying to tie up the opponent, trip them up, or keep them locked down with a mystical, invisible force. Clashing, is exactly this.

**In order for a Clash to occur, it begins with one party making a Simple Action.** Upon one party Initiating a Clash, both participants immediately make a check using the following rules, and then make another check using the same rules at the start of each round following.

**5.08a - How Clashing Works:**

- Both participants make a Skill Check immediately after the initiation of a Clash, and then again at the start of each round following the initiation of the Clash, using their Body Score **(3d6+Body)** with a **TN equal to their opponent's Agility Score**.

- The participant with the larger Size Tag (See Section 2.26), gains a bonus to their roll equal to the difference in sizes.

  For example, if one Digimon were in the Huge Size category and another simply in the Medium Size category, the Huge Digimon would gain a bonus of +2 to a Clash Check.

- If one participant rolls equal to or higher than the previously mentioned TN, but one does not, they Control the Clash.

- If both participants match or exceed the TN, the Digimon who exceeds it by the greater margin Controls the Clash.

- If a tie still continues, the Digimon with the higher Body Stat Controls the Clash. In the event of a total tie where everything matched up perfectly, the Player Controls the Clash.

- Digimon that are clashing may still spend Movement Actions if they wish to reposition themselves, but they must always be in contact with their opponent.

The character who Controls the Clash may use any of the following options as a Clash Action (Action Pool Allowing). The character who does not Control the Clash may not take any actions.

---

### Attack (Complex Action)

The Controller may use a [Melee] Attack on the opponent. The target rolls half of their Dodge pool. All other effects still come into play.

### End the Clash (Free Action)

The Controller ends the Clash and both participants are removed from the Clash. They are now adjacent to each other. Neither of the participants may initiate a Clash until the start of the next round.

### Pin (Complex Action)

The opponent cannot roll to control the Clash on their next turn. You may only pin up to a limit of the difference of the Controller's CPU versus the other *(Pin, cont.)* participant's CPU. If your opponent's CPU is higher than your CPU, you can only pin for one turn, so make it count!

### Throw (Complex Action)

The Controller may throw the target a number of meters equal to their Body Stat, or the Far Zone. The Controller of the Clash deals Damage to the target digimon equal to its Damage Stat, reduced by Armor as normal.

If the thrown Digimon would hit a group of enemies, consider it a basic [Ranged] Attack, with a bonus to the Accuracy equal to the controller's CPU Stat.

---

**While Clashing, neither Digimon can make Dodge rolls in response to attacks from outside the Clash, or move away from each other**. **They may move to reposition themselves, but cannot be out of contact with each other.**

However, despite not being able to Dodge, **opponents who target the Clash from outside of the Clash take a penalty to the Damage dealt equal to the Clashing Digimon's CPU Values combined.** For example, if one Digimon has a CPU Value of 2 and another of 5, they both take a 7 less Damage from Digimon who are not part of the Clash.

If the opponent is airborne and is Pinned, both parties fall to the ground immediately, and the Pinned Digimon takes damage equal to the number of meters fallen past the first 5, reduced by their CPU Value (cannot go below 1). Stronger Digimon can take more punishment.

If you're using the more general, covering distance Zones, the Digimon who was Pinned takes damage equal to the number of Zones it's fallen times five, reduced by its CPU Value (cannot go below 1). The Controller does not take any damage from falling.

**If a Digimon has the Reach Quality, it can start Clashes at a Range equal to its Reach value.** While this can be safe, it can also drag things out. **A Digimon attempting to Clash at a Range takes a penalty to all Clash Rolls equal to the number of meters it is away from the target** (for ways to negate this penalty, see the Multi-Grappler Quality in the boss section).

If the opponent does not also have the Reach Quality, they may make Attacks and Actions if they Control the Clash, but they only deal 1/2 of the normal Damage.

## Breaking Up a Clash from the Outside

If an outside party wants to stop a clash between two Digimon, they can attempt to do so by making a complex action of prying the two Digimon apart. As it stands:

- The Digimon attempting to stop the clash must roll **3d6+(Body)**.
- The Digimon in control of the clash rolls **3d6+(Agility)**.

If the Clash Controller has Brawler Optimization, they gain +2 by default in this contested roll. Similar bonuses apply for any size variance between the two Digimon, but only the Digimon's base size bonus counts. They are not counted as a size up in the event of a Contested Clash, even if they have Brawler Optimization as that only counts towards their specific target. Whoever rolls the higher number succeeds.

- If the Digimon contesting the Clash succeeds in their Body Roll, the Clash is resolved.
- If the Digimon maintaining the Clash succeeds their Agility Roll, the Clash continues.

## 5.09 - Tamers in Combat

As referenced before in Section 2.03, not every Tamer is content just sitting on the sidelines and directing the flow of battle, some want to dive right in and get into the fray personally. A few derived Combat Stats for Tamers has been gone over a bit before, but this should be the go-to reference page if you want your Tamer to be directly involved.

- **Wound Boxes:** Body Stat + Endurance (Minimum of 2)
- **Accuracy:** Agility + Fight
- **Damage:** Body + Fight
- **Dodge:** Agility + Dodge
- **Armor:** Body + Endurance
- **Movement:** Agility + Survival

Tamers in combat, once their derived combat stats are in place, function the same way Digimon do. They however lack Qualities, and without any outside assistance may only make basic [Melee] Attacks.

Tamers in combat are a really tricky back and forth game that you need to be careful with how you dive into the fray.

While it's true that a Tamer that is specced into fighting can hold their own against Digimon in the lower stages, they begin to get outpaced by their Digimon companions around the Ultimate/Perfect Stage.

Unlike Digimon, Humans are significantly more vulnerable in general due to not having Qualities to backup their stats. Swinging can be a good tactic in a desperate situation, but not an end all.

**Keep in mind, however, that Digimon have Damage Reduction of their Stage Bonus x 3 against Humans that attempt attacks against them, simply because they're not on the same level of existence.**

An Attack, however, will always do 1 Damage minimum, should it hit.

**In short:**

| Stage | Digimon Stage Bonus | Digimon Damage Reduction vs. Humans |
|---|---|---|
| Fresh, In-Training | 0 | 0 |
| Rookie | 1 | 3 |
| Champion | 2 | 6 |
| Ultimate | 3 | 9 |
| Mega | 4 | 12 |
| Stage+ | X+1 | (Stage Bonus) x 3 |

While Combat Tamers may seem very strong at the beginning, later down the line they begin to taper off due to a lack of qualities and raw stats. At that point in the game odds are the opponents have a lot of Bonus DP to utilize as well, and sometimes the tone of the game you may be applying for may not want Combat Tamer.

## 5.10 - Defeat

Sometimes things don't go as planned, and you and your Digimon are often in real danger of being defeated. This occurs when your Wound Boxes would hit 0. This scenario is harshest on Tamers, who are in more immediate danger.

**If a Tamer is brought to 0 Wound Boxes or less, they're rendered unconscious for the rest of combat**.

Digimon have a much safer time in combat. If they are brought to 0 Wound Boxes, they are not always instantly destroyed or rendered unconscious if they're partnered with a Tamer. In this instance they're instead brought down to their lowest Default Stage and set to 1 Wound Box instead.

Digimon in such a state are often apologetic; they weren't strong enough because they were defeated in Combat. If a Digimon would be set to their Maximum Wound Box number as a negative value instead (or are brought to 0 or below from their Default Stage), they bypass this and become Digitama, or Digi-Egg.

As a Digitama, Digimon are incredibly frail and have 1 Wound Box and 0 points of Armor. **If they're destroyed in this state, their data may be lost forever.**

Don't see a Digimon's death as the end of a campaign. Sometimes it can be a jumping-off point for more than just raising a Digimon back from the Digitama state. A Tamer losing their Digimon seemingly-forever could work as a story arc that you could work with your GM to create-- but also keep in mind that some GMs may not adhere strictly to the notion of Digimon Death.

**Every campaign is different, after all.**

## 5.11 - Victory and the Journey's End

All stories have to come to an end someday, and a DDA Campaign is no exception. While a campaign can last from anywhere to a handful of sessions, to lasting years (dependent on the format), part of the Digimon franchise is being able to see the end of the adventure, whether that means parting from the Digimon or not.

Hina, Kaoru, Taichi, and Yoshiya have gone through a considerable amount of progress since you first met them at the start of the game, and we've seen their Digimon at different stages.

Previously when we saw the kids, only Hina and Kaoru had their Ultimates, and neither Taichi nor Yoshiya had succeeded in evolving their Digimon past Champion. These sort of hang ups can cause party friction, and as described in a previous section, even be the cause of a dark evolution.

But even in spite of these setbacks, the kids can overcome themselves, which is the ultimate hope of DDA-- that we as writers can experience and watch our characters first hand overcome the trials and tribulations they've been dealt, and know that they've become better people.

The Journey's End will differ depending on the campaign, but the fact of the matter is this: you've reached the end of the dream, and that alone can be something you can carry with you, as an undying memory.

These are what the kids look like at their endgame-- or just before they fought their final enemy, and succeeded.

The Digimon all at this point have been given 30 DP, and have branched out into defined roles with some overlap. Like described before, the Digimon still fit into their established roles as seen in Section 3.19-- but at the point of end game, most Digimon builds will be specialized towards certain gimmicks, while still being able to dabble in other roles as needed.

Ultimately, by the journey's end, my personal hope to you is that your human and Digimon characters are what you want them to be. And even if they aren't? I hope you have a blast playing with Digimon: Digital Adventures.

Until next time, friends!

## 5.11a - Example: Hina - Endgame

**Name**: Hina
**Partner**: Dracomon → Coredramon → Wingdramon → Slayerdramon

**Stat Summary**:

- Agility: 5 → 6
  - Dodge: 2
  - Fight: 0
  - Stealth: 1
- Body: 3
  - Athletics: 1
  - Endurance: 2
  - Feats of Strength: 1
- Charisma: 4
  - Manipulate: 1
  - Perform: 1
  - Persuasion: 1
- Intelligence: 3
  - Computer: 1
  - Survival: 2
  - Knowledge: 1
- Willpower: 6 → 7
  - Perception: 2
  - Decipher Intent: 1
  - Bravery: 5

**Hina's Derived Stats:**

- **Wound Box Count:** 4
- **Speed/Movement:** 8
- **Accuracy Pool:** 7
- **Dodge Pool:** 8
- **Armor:** 4
- **Damage:** 3

**Torment: Crybaby (Minor)**
[O][O][O][O][O] - 5/5

While she does her best to keep from bursting into tears at the worst of times, it happens easily when hurtful exchanges occur.

**Torment: Obstinate Obstruction (Minor)**
[O][O][O][O][O] - 5/5

To the detriment of others, she can be painfully stubborn and refuse to accept the state of things, especially when she feels they can be changed. Why accept what's unfair?

**Torment: Didn't Think Things Through (Minor)**
[O][O][O][O][O] - 5/5

Sometimes, actions with the best of intentions can often go awry. Even though she's not ill-meaning, it doesn't change the fact that the realization of her actions can be devastating.

**First EXP Allocation Summary**: 35 EXP - +28 Attributes / +7 Skills / +0 Torments
**Second EXP Allocation Summary**: 35 EXP - +26 Attributes / +0 Skills / +0 Torments

**Total EXP**: 0 EXP

## 5.11b - Example: Kaoru - Endgame

**Name**: Kaoru
**Partner**: Herissmon → Filmon → Stefilmon → Rasenmon

**Stat Summary**:

- Agility: 6 → 7
  - Dodge: 2
  - Fight: 2
  - Stealth: 0
- Body: 5 → 6
  - Athletics: 3
  - Endurance: 1 → 2
  - Feats of Strength: 2
- Charisma: 3
  - Manipulate: 0
  - Perform: 2 → 3
  - Persuasion: 1 → 2
- Intelligence: 3
  - Computer: 0
  - Survival: 4
  - Knowledge: 1→ 2
- Willpower: 4
  - Perception: 1
  - Decipher Intent: 1
  - Bravery: 1

**Kaoru's Derived Stats:**

- **Wound Box Count:** 7
- **Speed/Movement:** 11
- **Accuracy Pool:** 9
- **Dodge Pool:** 9
- **Armor:** 7
- **Damage:** 8

**Torment: Not an Idiot (Major)**
[O][O][O][O][O][O][O] - 7/7

He pretends he's stupid, more often than not. He's willing to let things pass and play the fool if it's worth having a laugh over, but deep down, there are things even he won't stand for, and he hates being treated like he doesn't know any better.

**Torment: Fight or Flight (Major)**
[O][O][O][O][O][O][X] - 6/7

Deep down, as much as he wants to be 'the hero' that he idealizes, he's painfully aware that there's more to being a hero than just being strong. Those shows he idolizes-- he's their epitome. He's just as fake as they are. When presented with what seems like an unwinnable situation that he can't just brute force, he, well… becomes scared.

**First EXP Allocation Summary**: 35 EXP - +28 Attributes / +0 Skills / +7 Torments
**Second EXP Allocation Summary**: 35 EXP - +26 Attributes / +9 Skills / +0 Torments

**Total EXP**: 70 EXP

## 5.11c - Example: Taichi - Endgame

**Name**: Taichi
**Partners**:
Veemon → ExVeemon
→ Paildramon → Imperialdramon (FM)
Wormmon → Stingmon

**Stat Summary**:

- Agility: 4 → 5
  - Dodge: 1
  - Fight: 1
  - Stealth: 1
- Body: 4 → 5
  - Athletics: 1
  - Endurance: 1
  - Feats of Strength: 2
- Charisma: 4 → 5
  - Manipulate: 0
  - Perform: 3
  - Persuasion: 1
- Intelligence: 4 → 5
  - Computer: 4
  - Survival: 1
  - Knowledge: 1
- Willpower: 5
  - Perception: 2
  - Decipher Intent: 2
  - Bravery: 2

**Taichi's Derived Stats:**

- **Wound Box Count:** 6
- **Speed/Movement:** 6
- **Accuracy Pool:** 6
- **Dodge Pool:** 6
- **Armor:** 6
- **Damage:** 6

**Torment: Inferiority Complex (Terrible)**
[O][O][O][O][O][O][O][O][O][O] - 10/10

Inferiority, Superiority, it's all the same thing.

Taichi finds himself comparing himself to others whether he wants to or not. He hates it when others do it, too. Whether it's because he's older he should be better, whether it's because he's older he should be smarter and look after others… a lot weighs on him because of these things, when he just wants to be good enough, or recognized that he's doing his best.

**Torment: Sour Grapes (Minor)**
[O][O][O][O][O] - 5/5

When something doesn't go his way, Taichi can become easily embittered over it, and be uncooperative out of spite. He knows he should be better about it because he's the oldest, but still.

**First EXP Allocation Summary**: 35 EXP - +24 Attributes / +3 Skills / +3 Torments
**Second EXP Allocation Summary**: 35 EXP - +40 Attributes / +0 Skills / +0 Torments

**Total EXP**: 70 EXP

## 5.11d - Example: Yoshiya - Endgame

**Name**: Yoshiya
**Partners**: Tripmon → Satellamon

**Stat Summary:**

- Agility: 3
  - Dodge: 3
  - Fight: 0
  - Stealth: 3
- Body: 3 → 4
  - Athletics: 1
  - Endurance: 2 → 3
  - Feats of Strength: 0
- Charisma: 6 → 7
  - Manipulate: 3
  - Perform: 0
  - Persuasion: 2
- Intelligence: 5
  - Computer: 1
  - Survival: 2
  - Knowledge: 1 → 2
- Willpower: 3 → 4
  - Perception: 2
  - Decipher Intent: 2
  - Bravery: 1

**Yoshiya's Derived Stats:**

- **Wound Box Count:** 7
- **Speed/Movement:** 5
- **Accuracy Pool:** 2
- **Dodge Pool:** 6
- **Armor:** 7
- **Damage:** 4

**Torment: Embittered Youth (Minor)**
[O][O][O][O][X] - 4/5

Being more than sensible for his age leads to a lot of friction. Yoshiya doesn't have many friends his own age, which is why it's something of a sore spot.

**Torment: The Runt (Minor)**
[O][O][O][O][X] - 4/5

He doesn't like to be reminded that he's short; just don't do it.

**Torment: SO WHAT IF I'M TEN? (Minor)**
[O][O][O][O][O] - 5/5

Being very small for his age has a plethora of problems. In wanting to keep up with the big kids, his immaturity can come up whenever someone diminishes him because of his age. It's sad to say, but he's eager to grow up.

**First EXP Allocation Summary**: 35 EXP - +22 Attributes / +6 Skills / +7 Torments
**Second EXP Allocation Summary**: 35 EXP - +30 Attributes / +5 Skills / +0 Torments

**Total EXP**: 70 EXP

## Example: Slayerdramon

**Digimon Stage**: Mega / Ultimate
**Attribute**: Vaccine

**Size**: Large
**Field**: Dragon's Roar

**Stats**:

- Accuracy: 13 (+7) = 20
- Dodge: 9 (+3)(+2) = 14
- Health: 9 (+3)(+1) = 13
- Damage: 10 (+5) = 15
- Armor: 9 (+2)(+2) = 13

**Qualities List**:

- DO: Close Combat (1 DP)
- DS: Fistful of Force (1 DP)
- Reach III (6 DP)
- Weapon III (3 DP)
- Brown Digizoid W (3 DP)
- Gold Digizoid A (2 DP)
- [AE: Pull] (1 DP)
- [AE: Knockback] (1 DP)
- [AE: Burn] (3 DP)
- Naturewalk: Fire (0 DP)
- EM: Flight (1 DP)
- AM: Flight (2 DP)
- AoE: Line (2 DP)
- AoE: Blast (2 DP)
- Selective Targeting (2 DP)

**Base Stat Total**: 50 DP
**Base Quality Total**: 20 DP
**Bonus DP**: 30; 20 Stats / 10 Quality

**Total DP**: 100 DP;  70 Stats / 30 Quality Split

---

**Derived Stats**:

- Brains: 20
- Body: 13 (+1) = 14
- Agility: 16 (-1) = 15

**SPEC Values**:

- BIT: 6
- CPU: 5
- RAM: 5

**Parameters**:

- Wound Box Total: 23
- Movement: 12
- Range: 26
- Effective Limit: 36

---

**Attacks**:

- **Tenryūzanha**: 25d6 [Melee - Reach 10] [Damage 20] [Brown Weapon III] [Knockback 10] [AoE: Line]
- **Shouryūzanpa**: 25d6 [Melee - Reach 10] [Damage 20] [Brown Weapon III] [Burn] [AoE: Blast]
- **Kouryūzanba**: 25d6 [Melee - Reach 10] [Damage 20] [Brown Weapon III]
- **Blue Flare**: 22d6 [Melee - Reach 6] [Damage 15]
- **Dragon Drive**: 19d6  [Ranged] [Support] [Pull 10]

## Example: Rasenmon

**Digimon Stage**: Mega / Ultimate
**Attribute**: Data

**Size**: Large
**Field**: Nature Spirits

**Stats**:

- Accuracy: 9 (+5) = 14
- Dodge: 9 (+3)(+2) = 14
- Health: 14 (+7) = 21
- Damage: 9 (+2) = 12
- Armor: 9 (+2)(+2) = 15

**Base Stat Total**: 50 DP
**Base Quality Total**: 20 DP
**Bonus DP**: 30; 19 Stats / 11 Quality

**Total DP**: 100 DP; 69 Stats / 31 Quality Split

**Qualities List**:

- DO: Speed Striker (1 DP)
- DS: Hit and Run (2 DP)
- Tracker II (2 DP)
- Weapon III (3 DP)
- Obsidian Digizoid W (2 DP)
- Blue Digizoid A (3 DP)
- [AE: Taunt] (1 DP)
- Combat Monster (2 DP)
- Charge Attack (1 DP)
- Naturewalk: Earth (0 DP)
- EM: Digger (0 DP)
- AM: Digger (2 DP)
- Armor Piercing III (3 DP)
- Signature Move (3 DP)
- [AoE] Pass (2 DP)
- [AoE] Burst (2 DP)
- Selective Targeting (2 DP)

---

**Derived Stats**:

- Brains: 17
- Body: 16 (+1) = 17
- Agility: 14 (-1) = 13 (+1 Initiative)

**SPEC Values**:

- BIT: 5
- CPU: 5
- RAM: 5

**Parameters**:

- Wound Box Total: 31
- Movement: 12 (+8) = 20
- Range: 20
- Effective Limit: 29

---

**Attacks**:

- **Spiral Vanish**: 19d6 [Melee] [Damage 17] [Obsidian Weapon III] [Signature Move]
- **Vermillion Vortex**: 14d6 [Ranged] [Damage 12] [Armor Piercing III] [AoE: Pass]
- **Qualialise Blast**: 16d6 [Melee] [Damage 12] [Obsidian Weapon III] [Charge Attack]
- **Gyro Smash**: 19d6 [Ranged] [Damage 17] [Obsidian Weapon III]
- **Rising Shout**: 11d6 [Ranged] [Support] [AoE: Burst] [Taunt -10]

## Example: Paildramon

**Digimon Stage**: Ultimate / Perfect
**Attribute**: Free

**Size**: Large
**Field**: Virus Busters / Nightmare Soldiers

**Stats**:

- Accuracy: 14 (+3) = 17
- Dodge: 5 (+1)(+3) = 9
- Health: 10 (+1)(+3) = 14
- Damage: 10 (+4) = 14
- Armor: 12 (+3)(+2) = 17

**Qualities List**:

- DO: Guardian (1 DP)
- Hybrid Drive (3 DP)
- Black Mage (3 DP)
- Instinct III (3 DP)
- Overwrite (1 DP)
- Naturewalk: Light (0 DP)
- Naturewalk: Dark (1 DP)
- Element Master: Light (2 DP)
- DC: Rejuvenating Light (1 DP)
- [AE: Fear] (1 DP)
- [AE: Exploit] (2 DP)
- EM: Jumper (0 DP)
- AM: Jumper (2 DP)
- Combat Monster (2 DP)
- Braveheart (2 DP)
- One For All (2 DP)
- Technician II (2 DP)

**Base Stat Total**: 50 DP
**Base Quality Total**: 20 DP
**Bonus DP**: 20; 12 Stats / 8 Qualities

**Total DP**: 90 DP; 62 Stats / 28 Quality Split

---

**Derived Stats**:

- Brains: 15
- Body: 15 (+1) = 16
- Agility: 13 (-1) = 12 (+1 Initiative)

**SPEC Values**:

- BIT: 4
- CPU: 4
- RAM: 4

**Parameters**:

- Wound Box Total: 21
- Movement: 10 (+4) = 14
- Range: 20
- Effective Limit: 27

---

**Attacks**:

- **Desperado Blaster**: 17d6 [Range] [Damage 14]
- **Esgrima**: 17d6 [Melee] [Damage 14]
- **Wire Punch**: 17d6 [Ranged] [Support] [Fear -4]
- **Elemental Bolt**: 17d6 [Melee] [Support] [Exploit 4]

## Example: Imperialdramon (FM)

**Digimon Stage**: Mega / Ultimate
**Attribute**: Free

**Size**: Huge
**Field**: Virus Busters / Nightmare Soldiers

**Stats**:

- Accuracy: 16 (+5) = 21
- Dodge: 6 (+3)(+3) = 12
- Health: 12 (+3)(+3)(+1) = 19
- Damage: 12 (+6) = 18
- Armor: 14 (+5)(+2)(+2) = 23

**Base Stat Total**: 60 DP
**Base Quality Total**: 25 DP
**Bonus DP**: 30; 22 Stats / 8 Qualities

**Total DP**: 115 DP; 82 Stats / 33 Quality Split

**Qualities List**:

- DO: Guardian (1 DP)
- Hybrid Drive (3 DP)
- Black Mage (3 DP)
- Instinct III (3 DP)
- Omniscient InForce (2 DP)
- Naturewalk: Light (0 DP)
- Naturewalk: Dark (1 DP)
- Element Master: Light (2 DP)
- DC: Rejuvenating Light (1 DP)
- [AE: Fear] (1 DP)
- [AE: Exploit] (2 DP)
- [AE: Cleanse] (2 DP)
- EM: Jumper (0 DP)
- AM: Jumper (2 DP)
- Combat Monster (2 DP)
- Braveheart (2 DP)
- One For All (2 DP)
- Technician II (2 DP)
- Obsidian Digizoid A (2 DP)

---

**Derived Stats**:

- Brains: 20
- Body: 19 (+2) = 21
- Agility: 15 (-2) = 13 (+1 Initiative)

**SPEC Values**:

- BIT: 6
- CPU: 6
- RAM: 5

**Parameters**:

- Wound Box Total: 29
- Movement: 12 (+4) = 16
- Range: 26
- Effective Limit: 36

---

**Attacks**:

- **Positron Laser:** 21d6 [Range] [Damage 18]
- **Splendor Blade**: 21d6 [Melee] [Damage 18]
- **Ion Blaster**: 21d6 [Ranged] [Support] [Cleanse]
- **Elemental Bolt**: 21d6 [Melee] [Support] [Exploit 6]
- **Imperial Crusher**: 21d6 [Ranged] [Damage 18] [Fear -6]

## Example: Satellamon

**Digimon Stage**: Mega / Ultimate
**Attribute**: Free

**Size**: Medium
**Field**: Metal Empire

**Stats**:

- Accuracy: 10 (+2) = 12
- Dodge: 12 (+2)(+3) = 17
- Health: 7 (+2)(+3)(+2) = 14
- Damage: 8 (+7) = 15
- Armor: 8 (-2)(+2)(+4) = 12

**Base Stat Total**:  45 DP
**Base Quality Total**: 25 DP
**Bonus DP**: 30; 15 Stats / 15 Qualities

**Total DP**: 100 DP; 60 Stats / 40 Quality Split

**Qualities List**:

- DO: Effect Warrior (2 DP)
- Hybrid Drive (3 DP)
- Sniper (2 DP)
- Instinct III (3 DP)
- Zero Unit (3 DP)
- Naturewalk: Steel (0 DP)
- Technician I (1 DP)
- Combat Awareness III (3 DP)
- Speedy III (3 DP)
- Teleport (3 DP)
- Counter Attack (2 DP)
- Red Digizoid A (3 DP)
- [AE: Vigilance] (2 DP)
- [AE: Fury] (2 DP)
- [AoE: Blast] (2 DP)
- Absolute Evasion II (6 DP)

---

**Derived Stats**:

- Brains: 16
- Body: 12
- Agility: 14 (+3 Initiative)

**SPEC Values**:

- BIT: 6
- CPU: 6
- RAM: 6

**Parameters**:

- Wound Box Total: 24
- Movement: 12 (+9) = 19
- Range: 20
- Effective Limit: 28

---

**Attacks**:

- **Cosmic Raider**: 12d6 [Ranged] [Damage 15] [Counter Attack]
- **Rainbow Assault**: 12d6 [Melee] [Damage 15]
- **Country Roads**: 12d6 [Ranged] [Support] [Vigilance 6] [AoE: Blast]
- **Shooting Star Ride**: 12d6 [Ranged] [Support] [Fury 6]
- **Lumineer**: [Ranged] [Support] [Revitalize]

# 5.12 - Advice for First Time Players

First things first; good job for making it all the way here! If you have any remaining questions on how to play in DDA, hopefully this section will clear up some things. This section is meant to be a general overview of everything that we've gone over, in summary.

## For Roleplay:

- **Remember that you don't have to be prompted by your GM to roll certain things.** If you find yourself in a situation that you want to pursue, it's okay to ask them outright if you can do it. The worst you can be told is 'no', and you don't lose anything for that.

- **Don't be afraid to evoke your aspects in situations they apply!** Don't be afraid to apply their negatives, either. Sometimes failure can lead to a plethora of new avenues. Remember, it's not the end of the world if you fail a check.

- **When gaming, be sure to keep your Skill Roll Values on hand.** This also applies in Combat when rolling your Digimon's attacks, but that will be covered more below.

- Regarding Torments, this is more complicated than rolling an Aspect. **While you are encouraged to roll your torment when applicable, it's very important that you don't force situations where your Torment must be rolled.**

  More often than not, sometimes DDA games can have a spiraling effect of Torment Rolls, especially when people's torments can trigger based on other people's actions, or whenever a scenario takes a turn for the worst.

  In the worst scenario where multiple players accidentally Dark Evolve their Digimon, (where the control of their Digimon is out of their hands, and under the GM's control), it can lead to devastating situations that can be near impossible to recover from if all players are incapable of acting. **Effectively, be mindful of some situations, and only ask to roll your torment when applicable!**

- **Remember to be courteous and respectful of your fellow players; all of you are together on this journey.** While there might be moments where things don't go well and tension is raised, at the end of the day, DDA is just a game. It's meant to be fun.

  For that reason, while everyone wants a chance to shine and take the stage for themselves, it's important to remember that the experience will be so much better if you share that feeling with your fellow players. You're a team, after all!

## For Building Digimon:

- **Though you're allowed to build your Digimon as you please, don't feel bad for playing something that's simple.** Qualities exist to enrich gameplay, but there's nothing wrong with having a Digimon that knows how to hit hard and fast.

- In the same line of thinking, if you want to take on advanced qualities like Summoner, Conjurer, Elemental Master / Domain Control, or Sneak Attack / Shade Cloak, be sure to keep in mind your numbers and the setting that you're in. **That's to say, if any of your SPEC scores are required for calculations, it's important for you to be able to recall those values, or keep them on hand.**

- When building a Digimon at the start of creation, don't feel as if you need to buy all the qualities ever. **You'll get Bonus DP alongside EXP as the game progresses, so certain things can always be purchased later down the line. What's more important is taking into consideration what is core for your build.**

  **For example, if you are building a Digimon with an emphasis on something specific, it's more important to consistently pick those Qualities across the Digimon's Stages.**

  While it might be tempting to buy Resistance I on your Rookie, Resistance II on your Champion, Resistance III on your Ultimate and so forth, it's better to have certain qualities be consistent through all stages, so you can keep track of the Bonus Quality spent in DP better.

  If all Digimon have Resistance II to start with, only 1 DP is needed to buy the last rank across all stages, rather than spending 2 DP on your Rookie to have Resistance III. The DP Overflow across all stages may make it difficult to allocate after, because Ultimate and Mega by that logic would already have Resistance III and would need to spend the 2 DP in something else. **By keeping it consistent like in the first example, you are leaving room for the Digimon build to grow.**

  **Of course, this isn't the only way to build Digimon, as you might find that you prefer getting the Qualities that you want right away at the cost of having the Digimon's Stat Total be lower**. Just keep in mind that without stats, certain Qualities might not hold as much weight as they're ultimately augmentative towards gameplay. Additionally, you may find yourself struggling before you get the chance to get Bonus DP. **If you choose this method, it's imperative to invest in stats immediately.**

  These are just tips to help you get started, though; try and see what you like!

## For Combat:

- It's very important that when you declare an attack and roll the dice pool, to **make sure that you include the attack tags**. As seen in other examples, typically when rolling the Dice Pool, you'll want to include the attack information, as seen like so:

  **[# of dice]d6  [Melee] [Damage] [Armor Piercing I] [Poison 5]; Damage 12**

  **[# of dice]d6 [Ranged] [Support] [Certain Strike II] [Vigor 3] [Area Attack: Blast 5]**

  Effectively, all information about those attacks are summarized as so. The Digimon's Damage score is included in the first example so the GM knows how much base damage to calculate, without taking Accuracy Successes into consideration. **The [Poison] Potency is included in the description to show how much [Poison] will do, if the attack does at least 2 damage.**

  Contrast to that, as a general reminder, **the Attack tagged as [Support] doesn't need to do damage in order to proc; it only needs to hit.**

- When rolling to Dodge, you would want to format things as such.

  **[# of dice]d6 ; Armor 6**

  By including the Armor, the GM will know how to calculate Damage effectively. It's also worth noting that if you have a Quality like Absolute Evasion to deduct your auto successes from the pool, and list them in the description instead, like so.

  **[# of dice]d6 ; Armor 9, 2 Auto Successes [Absolute Evasion].**

  Some bots or dice-rolling functions will be capable of counting successes for you, so be sure to keep in mind which additional commands to use.

# 6.0 - Chapter Six: Game Mastering

This section is primarily for those who are looking to run a game of Digimon: Digital Adventures, otherwise known as Game Masters (GMs), to peruse for ideas, guidelines, and special rules to use, but this shouldn't discourage players from browsing this section for ideas either.

A Game Master has several important duties in a game: to help tell a story, to act as an expert on the rules, to be a judge on the rules, and to make sure everyone is having an enjoyable time at the table.

Digimon Digital Adventures is largely a narrative driven game as it capitalizes on the coming of age genre, where battles should be enriching, but by the end of the day, your players' satisfaction with the game and the world is key.

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# 6.01 - Your Digital World, Your Way

One of the first things to do as a GM, once you have a story laid out, is to figure out how the Digital World works in your story. There's always more questions to be asked and more information you can fill out, but these questions should help you at least get started on building the foundation of the world the way that you want it.

Do not see the answers as hard rules or the only answers, feel free to branch out, these are just examples.

---

**1) How Does the Digital World Work?**

- Many times, the Digital World is created when intelligent AI's evolve into more complex forms within the Digital Plane, which continue to fight and change in order to survive, creating a dangerous, sectioned-off realm of its own.

- The Digital World sprang up around the same time as the Internet. This option can somewhat limit the setting your game can take place in, however, as the Internet is a relatively recent invention. This can be mitigated if your game setting takes place in the "future", in theory.

- Perhaps the Digital World has always existed as a parallel to the real world, and the invention of the Internet simply acted as a bridge between the two.

- Maybe the Digital World has always been its own individual entity, or maybe the DIgital World is alive in its own right. If the world is alive, how can that work with your setting? Conversely, if the Digital World doesn't exist for some reason, how are the Digimon affected?

**2) How Does the Party Get There?**

- Sometimes, the party simply gets sucked into the Digital World, left stranded and alone, looking for a way to get out. This could be a total accident, or an act of fate. Sometimes it's through a building or vehicle, other times it could just be a rift in time and space itself.

- Other times, there's an existing link between the two worlds which the players can actively utilize, whether they activated it wherever they need to be, or if it's in a set location.

- Some locations may simply be a secret that few people have discovered, others may be heavily guarded by parties on both ends of the link; nobody wants an invasion on their hands.

**3) How do They Get Back?**

- If the link between the Digital World and real world is a static thing or something the Party has control over, the question is somewhat answered, but what if it's guarded? What if it needs a specific trick to work how they need it to? Can it only open with a password? With a Digivice? Are there consequences for going against the flow?

- If they're in the Digital World entirely on accident or without their consent, that creates an entire new problem: they have no idea how to get home, and now need to find a way to get there.

- When coming up with a campaign, it doesn't hurt to have an idea in mind considering that human characters will, at most times, always be gunning towards this goal.

**4) What are the Rules of the Digital World?**

- Maybe the Digital World isn't that dissimilar to the Human World. Even if the rules are the same, however, there may be some strange occurrences, such as alien plants and random circuitry here and there, but overall it's give or take operating under the same

rules. You have a lot of leeway as a GM to make your world operate the way you see fit.

- The Digital World also has some potential to have entirely strange rules as well: dark areas without any gravity, extremely high-temperature areas that don't affect the party as it should, or a strange day and night cycle which doesn't operate by any apparent clock. Feel free to mix and match these as you see fit!

**5) How Does Time Work?**

- Sometimes, Time passes much faster in the Digital World for one reason or another: maybe due to being on a digital realm their data processes much faster, or perhaps a rift in spacetime causes this, or the inverse. This can also be a common way to explain why no one misses the party when they're off exploring and fighting in such a dangerous area: they don't seem to notice they're missing!

- Other times, time works exactly the same as the real world. This one has its own slew of problems too: what happens if a group of kids are gone too long, wouldn't the parents know they're missing?

**6) What are the Needs of the Party?**

- Do the Tamers require food, water, or even sleep while they're in the Digital World, or are these needs taken care of by some unseen force for one reason or another? If they do, how are they going to have said requirements to survive taken care of?

**7) What is the Environment Like?**

- Sometimes, the Digital World contains a vast array of environments and areas to explore, each containing vastly different types of Digimon which call it their home. This can create a diverse, but potentially overwhelming type of world to jump into.

- You have the creative liberty to make scenery that can only be imagined otherwise-- sunken cities where you have to dive to see civilizations of aquatic Digimon going about their days. Cliffs of improbable height with TVs embedded into the walls, and TV antennae tuned into the soul. The Digital World is what you make of it, and the Digimon are even greater because they've adapted to survive in these environments. Don't be afraid to be creative!

**8) Are There Settlements?**

- More often than not, truly peaceful Digimon, or Digimon who are in desperate need of protection, will group together and create a living society, whether it's simply a small collection of Digimon huddled in a cave, to a vast, futuristic cityscape filled to the brim

with strange and quirky inhabitants. The leaders of such inhabitants are generally a Digimon who sports a high, if not the highest, stage of the group, as they tend to boast the greatest power to help protect their settlement, and experience to help them make informed decisions instead of just rushing headfirst into battle.

- Occasionally you will run into a setting where there is a human settlement in the Digital World. These settlements could vary depending on how you see the Digital World:
    - Are they military outposts there to keep tabs on the Digimon?
    - Is it a shadowy organization looking to further their own goals?
    - Perhaps it's a peaceful human group looking to befriend their digital friends, or a large gathering of Tamers who simply wish to spend time with their beloved partners.

- Sometimes, it may even be possible for large groups of Humans and Digimon to live side by side peacefully in both the Digital World and real world, if the setting allows it. These are important things to take in consideration, as they decide the overall climate of human and Digimon relations in the game.

**9) Who's in Charge, and Where Does Their Power Come From?**

- The Digital World can often be ruled by a powerful, governing figure, who may be either an ally, or the antagonist of the campaign depending on what needs to be done. It may simply be an insanely strong Digimon, or a human who's figured out a way to manipulate the Digital World somehow.

- Many rulers can do fine by their power alone, but others may have a divine blessing behind their power, or the goodwill of the citizenry of the Digital World. Perhaps they rule with an iron fist, use mind control, or other such underhanded methods to keep the Digital World in check, if the people do not approve.

**10) Who is the Party Up Against?**

- One of the biggest questions to ask yourself when designing a game is what the antagonist of the game is. Is it simply a villainous Digimon, a human who slipped into the Digital World and created a slew of problems, or a rogue AI who seems intent on destroying everything?

- Villains and antagonists are just as important to the story as the heroes are, be sure to think about who they are, why they're doing what they're doing, and how they're going about it.

Be sure to think this one through: these will often be a go-to bad guy during an encounter.

**11) Who is Allied with the Party?**

- Over the course of the adventure, you may find that your players may bond with certain NPCs. These NPCs, human or Digimon, could be part of an organization of some kind that exists to assist, but not carry the party through all their problems as they might have things of their own to take care of. **NPCs in DDA are essential for telling a story, whether it's through expository means, or whether they're used as a medium to help player characters through their problems.**

- Alternatively, NPCs could be ones with problems, and Players can help, and subsequently befriend them. Never think of what an NPC could do to benefit the players outright, however; NPCs in the DDA system are better seen or interpreted as characters who are on their own journeys, that just so happen to intersect or cross paths with your players.

- Never underestimate the value that an NPC has, as they can enrich the world and the setting, by making things feel truly alive!

**12) Life and Death**

- Death is not a light subject for humans. If they die in the Digital World, will they die in real life as well? Or is there room for a glimmer of hope that their data is saved and they could be resurrected? Would being brought back to life have any negative consequences?

- Conversely, death is usually a bit more lenient on Digimon, who will often revert to a Digitama instead of truly dying. But where does Digitama go? Does it show up out of nowhere? Does it appear in the player's hands? Do they have a set location where they show up, that the players now need to go to?

- Digimon also have another question to ask: how do they create more? Do they spring out of the ground, do Digimon create couples and have children together, or is the only way to keep the status quo to pray for more Digitama to pop out of the ground somewhere?

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With these questions out of the way, you should have a basic idea of how your world is set up. In the end, it's up to you as the Game Master to populate the world with characters that your players will grow to love, and possibly hate, and make it feel like a real, living and breathing place as best you can.

Spend an hour or so before every game re-reading a few notes you've made about the world, it's good to keep things fresh in your mind. Be sure to give some NPC's quirks, dreams, aspirations, and personalities; it can go a long ways to making them relatable and fun to roleplay with.

> *"An example I can give was when my GM introduced us to a little transient Digimon village and there we met a Palmon. She was unlike most of the other Digimon we met at that point, being much more curious than the standoffish monsters we had met with. For the camp, she was charged with helping to grow meat and she enjoyed keeping everyone entertained with a flute that she played, as she would dance around the campfire at night. When she would talk with us, Palmon spoke in a broken English that was played up as an adorable quirk of speech. Our GM did his job well, making us care about Palmon and eventually the rest of the Digimon at the camp."*
>
> **- Digimon Emperor, System Creator**

You can build your Digital World from the top down or from the bottom up. Top down, you're looking at constructing the various places that Digimon would call home, the world's mythology and legends, and then going down to a personal level to create NPCs that the DigiDestined interact with.

From the bottom up, you make the NPCs first, giving them personality, beliefs, and goals. You then expand to detail their allies, enemies, and where they live.

Think of ideas as building blocks and as you build anything you want to, as long as there's reasonable connections. Both methods of creating your world are entirely valid and have their own merits to how you build a living, breathing world.

# 6.02 - Experience and Bonus DP

From a GMing perspective, for GMs that are new to this system, when starting your game, it is very important to understand how much Experience Points and Bonus DP to give out. From the point where you decide to make a game, it's a good idea to consider the following for each of the Human Character Templates.

While DP can be given to Digimon on a 1:1 basis, Humans are different because they have different growth rates and Attribute Caps; subsequently, it's important to understand how much EXP to give during a campaign.

Roughly, the EXP to DP Ratios can be seen as this, (in terms of EXP : DP):

- **Standard Template**: 1:1
- **Enhanced Template:** 2:1
- **Extreme Template:** 4:1 or even 5:1

For the average DDA game, a good baseline to consider is the following:

- **If every 15 Bonus DP constitutes as achieving the next stage; a good rule of thumb is to consider how strong you want your players to be by the end game.**

- By the time they recieve 30 Bonus DP, their Rookie / Child-Level Digimon technically count towards being Ultimate / Perfects. (**In other words, they count as two stages higher than what they actually are.**)

Some will argue that 30 Bonus DP isn't enough for players to get all the qualities that they want, which is a fair assessment. Personally speaking as the dev, I build with the philosophy that no build should ever be "perfect".

By limiting the amount of EXP or DP that a Player can get in a game, this allows for them to plan carefully in advance and decide what is necessary or unnecessary for their builds, or deciding what is thematically appropriate for their character progression (in terms of gaining Special Orders for their Human Characters.)

Of course, that's just one philosophy of DDA GMing that you may or may not choose to pursue. It's important to consider though, that after a certain point, it might be possible for your players

to grab most qualities that cover their initial build weaknesses and then some-- which may cause a lot of overlap or less diversity between player Digimon. Combat might become subsequently inflated, and if things become so, it might be necessary to bring out Boss Qualities; but we'll touch that in another section.

## 6.02a - Recommended Start / Progression:

### Standard Template

- 14 Attributes / 16 Skills or 12 Attributes / 18 Skills
- 25 - 30 EXP Cap
- 30 - 35 DP
- Suggested Taken Torments:
    - Two Minor Torments
    - One Major Torment

**Question: Why 25 - 30 EXP?**

**Answer:**
**It is substantially easier for characters with a Standard Template to achieve their Special Orders.** If you go with the standard split of 15 Attributes / 15 Skills, a character might have 3s across every Attribute, effectively gaining access to the First Order of EVERY associated Attribute.

To mitigate this, you may want to:

- **Lock Special Orders behind certain EXP totals**
  (I.e, a character unlocks their First Orders at 5 EXP, Second Orders at 15 EXP, and Last Orders at 25 EXP)

- **Change the CP (Creation Point) split during character creation.**

- **Allow for your players to start with ONE Attribute with a 4.**

By changing the split to 14 Attributes / 16 Skills, you guarantee that the player character has a skew of 3 / 3 / 3 / 3 / 2 which means they are bad / subpar in at least one particular Attribute.

By changing the split to 12 Attributes / 18 Skills, you effectively allow your players to prioritize investing into their skills, which allows for further diversity between character builds. **Though this CP split is much more extreme, you essentially guarantee that your players will be**

**specialized in one thing and subsequently bad in another.** A completely average child would look something like 2 / 2 / 2 / 3 / 3, while a more specialized child may look like 1 / 2 / 3 / 3 / 3 .

Reflecting on the notion of Special Orders, this means that the above 14 / 16 CP Skew has more chances to have more Special Orders at the beginning of the game. If you keep any subsequent higher Orders locked behind EXP totals, though they might have an Attribute at 4 at creation, they will not have access to the order until later.

With the 12 / 18 CP Skew, you guarantee that players can only have 2 Special Orders “ready” at creation. Below this section are generalized templates for suggested skews for Enhanced, and Extreme.

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### Enhanced Template

- 18 Attributes / 22 Skills
- 70 - 80 EXP Cap
- 30 - 35 DP
- Suggested Taken Torments:
    - Three Minor Torments
    - Two Major Torments
    - One Terrible Torment and Minor Torment
- Possible Attribute Spreads (assuming players use all their points in Attributes):
    - 1 / 4 / 4 / 4 / 5
    - 2 / 3 / 3 / 4 / 5
    - 3 / 3 / 3 / 3 / 5
    - 3 / 3 / 4 / 4 / 4

**Those using the Enhanced Templates should keep in mind that if a Standard is 1:1 with Digimon Advancement, Enhanced are 2:1 by comparison.** Ergo, if a DP cap for a game is 30, Enhanced should have twice as much EXP if not more to accomodate for any potential beginning skews.

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### Extreme Template

- 22 Attributes / 28 Skills
- 90 - 150 EXP Cap
- 40 - 50 DP
- Suggested Taken Torments:
    - 1 of each Torment
    - 2 Terrible Torments
    - 3 Major Torments
- Possible Attribute Spreads (assuming players use all their points in Attributes):
    - 4 / 4 / 4 / 4 / 6
    - 4 / 4 / 4 / 5 / 5
    - 3 / 4 / 4 / 5 / 6
    - 3 / 3 / 4 / 5 / 7
    - 3 / 3 / 3 / 6 / 7

**Further Ideas for Creation Points:**

- At the beginning of the game, if your player has multiple qualifying Attributes (which can only happen with the Standard Template, but just as a general thing), **ask them to select only one available special order to start with.**

- Should a player have a multiple Attributes that would unlock Special Orders at creation, they do not get access to their First, Second, or Last Orders until they reach necessary EXP totals, recommended as the following:

    - Standard (for a 30 EXP Game): 1, 10, 20
    - Enhanced (for a 75 EXP Game): 5, 20, 40
    - Extreme (For a 150 EXP Game): 10, 30, 80

- Have them gain Special Orders if it's narratively appropriate, or be taught Special Orders by NPCs.

## Things to Keep in Mind:

- When starting a campaign, by no means do you have to adhere to the advice in this section. **Everything at the end of the day is decided by how you, the GM, want your players to undergo progression.**

- If this means giving your players 2 EXP and 1 DP every session, regardless of how many sessions there are, then do so!

- If you feel like they deserve something extra, don't be afraid to reward your players with Inspiration, too!

- I would recommend to be more generous with EXP than DP for long-term campaigns, thus opting to reward players DP during certain situations:
    - When they reach good narrative beats with their own development.
    - When their Digimon Evolves for the first time.

Remember, your Digimon can be regarded as a reflection of the human character's progress in a physical and drastically changing manner. They're the other half of a whole. Evolutions should be considered carefully in that respect, for granting your players and yourself the maximum possible enjoyment from achieving new heights!

# 6.03 - Adversaries and Antagonists

Like any Digimon story, a lot of conflict derives from the antagonist's goals clashing with the general interests of the party. Sometimes, an antagonist's goals are as simple and straightforward as conquering both the human and Digital Worlds or as grey and ambiguous as retaliating for the perceived first shot at the Digital World by the humans. First, decide on your antagonist's goal.

A goal is fine, but it is enhanced by motivation. Just as actors get into a role by figuring out a character's motivation for a scene and their actions, you as the GM can better understand the psychology of an antagonist's goal by giving them a motivation.

- This can be as simple as giving them a one word motivation such as "Fear, " or "Pride, " or as complex as, "Desires to remake both worlds in his image." for whatever reasons you may see as fit.

- Maybe the character sees themselves as wronged by some party, or maybe they're trying to make the world safer, but going about it in the wrong manner.

- Maybe the villain is just a jerk who needs to be put in their place. With a clear goal and motivation out of the way, you can add some numbers to the antagonist.

First, you decide what rank you require them to stand up to a group of DigiDestined and their Digimon partners. Using the Advanced Digimon Creation rules, you then build the Digimon as basic for its level as you like, then add on Bonus DP as you need.

Remember that the Advanced Digimon Creation rules are guidelines, giving you an idea of just how strong a Digimon should be for its rank and that you can raise or lower the base DP used to build the Digimon as you wish. Here's some examples on different types:

- Some antagonists are meant to slow down and hinder players and as such, really lack the staying power of the main threat.

- Other enemies can be really weak-- they might only have as many wound boxes as their rank allows rather than Health plus the bonus boxes gained from their rank.

  These make for good fodder Digimon to harass higher level players, such as a swarm of Rookies that have allied with an Ultimate-level antagonist facing off against players that have Champions or Ultimates of their own.

  Any good hits will be enough to get rid of the small fry so that the players can then work towards defeating the leader of the Mook Digimon.

Sometimes, an encounter with an adversary doesn't go as planned.

- They're either stronger or weaker than you anticipated or the players had a run of good or bad luck. If this happens, you can change up the Digimon's motivation and goals somewhat, to align with the Digimon's apparent power level, or come up with a reason why it's stronger or weaker now.

- If the monster was too weak or the party lucky, you can simply say that the Digimon was really all talk and no game, as it were.

- If the situation is the opposite, you can say that the enemy was really a lot more than he appeared to be, even going so far as to perhaps claim him as a recurring enemy. It's all in how you put the spin on things, just as long as you spin it in a way that makes sense for the story.

But as the Game Master, you have a lot of power to be able to change up the tactics you throw at the players at any given moment you feel the story is suffering for it. For example, not every enemy in a story is a Digimon. You can use humans as antagonists as well!

- The human antagonist in a Digimon series can be just as scary as a Digimon, if not more so when they have the proper allies!

- Build them, again, like you would any other character with CP and Bonus Experience to make them properly threatening, and give them a reason and motivation for what they're doing.

Lastly, remember that not everything has to be black and white when it comes to morality. An antagonist whose story you can sympathize with, even if you don't approve of their methods, can go a long way to making a story interesting and immersive.

Everyone goes about dealing with their problems differently, and that can lead some people down a very dark path. Of course, some characters are just flat-out nasty and it can't entirely be explained away with a story, but it's a good thing to keep in mind.

# 6.04 - Digivice Design

It really wouldn't be a Digimon campaign without some type of Digivice. This is one of the most important, if not the most important, tools that a character can gain access to during a Campaign.

A Digivice is a small, handheld device which links the Tamer and Digimon together, allowing the former to help aid the latter in combat primarily through the ability to Evolve on command instead of needing to train, but that may not be the end of it depending on your setting.

Here's a short list of ideas for how you could upgrade your Digivices. But as with all lists: don't consider these an end-all-be-all list! Come up with your own ideas and special rules.

Here are some things to help you get started on deciding what kind of Digivice Upgrades your players have access to.

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**Reader (Non-Core):** The Digivice is capable of reading Cards or Chips (simplified as Boosters) of some type, which grant the Digimon a specific type of bonus. There are several different types of Boosters, which will be detailed in the TCG Tamers Packet.* A variant ruleset can be found in Section 6.07.

*Do note, that the TCG Tamer Packet has not been adjusted yet for v.14. It will be referenced later in the Variant Rule Section, alongside a basic rule set on how to implement cards in a DDA game.

**Data Scanner:** This upgrade allows the Digivice to scan and store information about a Digimon that the character has come into contact with. This can be particularly useful if they have no Digimon who are savvy on the environment or its inhabitants.

**Digital Map:** The Digivice produces a map of some type of the current area. The specifics of the map may vary: some may be a simple grid with flashing dots on it to signify other objects (whether it's other Digivices, Digimon, or large objects), others give a more detailed layout of the immediate area. Some may even allow the party to set up waypoints to coordinate tactically over long distances. Be sure to give a specific radius that it works in. The map could be as simple as a static view of the area, or be a fully functioning, interactive radar of the current zone.

**Communicator:** The Digivice can function as some type of communication, whether or not that is simply via voice communication, or if it can act as a video call system. Be sure to specify the distance, if any, that it works in.

**Evolution Pause:** This feature allows the tamer to put their partner's evolution on hold for a time, causing them to shift down a step in their Evolutions, often reverting Champion stage Digimon or higher back into their Rookie stages. The effects of a Evolution Pause last for a duration that is left up to the GM.

**Digi-Gate:** This feature allows the tamer to open up a gate between the Digital World and real world. This could be however you need it to work: it may require a specific hub such as a screen, or it may simply open up a rift in spacetime for the party to walk through. The gate could also cause a compression in data, causing the Digimon to revert to their lowest possible stage, if not lower if you so wish.

**Storage Device:** This allows the Digivice to scan and store objects, and possibly creatures within it by breaking it down into raw data. Larger and more complex objects take up more storage, for example a small rock would take up less space than a full grown tree, or a tree would take up less space than an equal sized Digimon. Game Masters are encouraged to give a data limit and assign commonly stored items and objects an approximate data size, to make players not simply scan everything around them to use for later.

# 6.05 - Families, Attributes, Types, and Groups

A Digimon is classified not only by its Species, but also by their appearance, general habitat, and personality  (this was briefly touched on in the Naturewalk Quality), or whether they belong to an organization of some kind. These are referred to as Families, Attributes, Type, and Groups. These classifications, at times, go hand in hand.

**Families** are a more general description of how a Digimon works: a wide variety of Digimon can fit into a single Family, as they describe not only a Digimon's physical appearance to a small extent, but also their potential alliances and method of interacting with the world.

The Digimon Families are as follows, to give a general idea of how they work. These are just guidelines: not every Digimon or Appmon fits into these classifications, but even if they don't, don't be afraid to assign them to it!

**Dark Empire:** Terrifying, apocalyptic Digimon, or Digimon who dwell in the Dark Area.

**Deep Savers:** Deep sea, arctic, or some type of aquatic Digimon fit into this Family.

**Dragon's Roar:** Draconic Digimon, or Digimon who favor mountain or volcanic areas to live in.

**Jungle Troopers:** Insect or Plant Digimon, or Digimon who favor jungles and forests to live in.

**Metal Empire:** Machine or Cyborg Digimon. They tend to prefer cities and factories to inhabit.

**Nature Spirits:** Animal or Monster Digimon. They tend to prefer deserts and harsh climates.

**Nightmare Soldiers:** Undead or Demonic Digimon, they tend to inhabit graveyards or abandoned buildings.

**Unknown:** Digimon which are strange or mutated in some way, and do not fit into another Family.

**Virus Busters:** Holy or Angelic Digimon. They do not always show a preference for where they live.

**Wind Guardians:** Bird or air-based Digimon. They tend to prefer open, grassy areas, if they ever land.

**Attributes** are the simplest classifications of Vaccine, Data, and Virus, essentially just how the Digimon interacts with the world, or how they might be seen by other Digimon.

While in the normal franchise, the three Attribute Types act in a Rock-Paper-Scissors triangle of trumping one another from a combat perspective, in DDA, it's not as integral. Attributes, at best, are essentially things that can give the Digimon extra personality and flair.

- **Vaccines** are typically associated with "good" Digimon like Omegamon, who is widely considered to be one of the most heroic Digimon in existence. However, depending on what influences Omegamon, he still is capable of doing wrongful acts.

- **Data** are "neutral" for the most part, and typically don't contend in the affairs of Virus or Vaccine, though they may coexist alongside them. If they choose sides, they may side either way. For example, Dynasmon is a Data-type Digimon that has a strong sense of justice, which it exemplifies by serving its chosen master-- regardless of whether that Digimon is "good" or "evil".

- **Virus** Digimon are generally considered to be "evil"-- however, this doesn't always have to be the case. A Virus-type like LordKnightmon is known to be ruthless and cruel as it possesses the dogma that "the end justify the means", but its extreme actions usually have noble intent behind them.

**Types** usually categorize a Digimon further beyond the blanket terms of Attributes, and at times, can be exclusive. For example, anything in the "Dinosaur" category describes any Agumon-type variant and Digimon like Tyrannomon or Triceramon, but there is only one "Magic Knight", being Hexeblaumon. Types are essentially just descriptors for Digimon, and often won't come into play unless the Slayer Quality (in Section 3.04) is taken.

And lastly, a Digimon's **Group** is the specific theme that it belongs to.

There are many canonical groups throughout the franchise, like the Royal Knights, the Olympos Twelve, the Demon Lords, the Warrior Ten, the Great Angels, and so forth. It's worth noting that even if a Digimon is the same Type as another, not all Digimon of the same Type will belong in the same Group. When using a Digimon from a specified Group, there can be an associated lore that a player or GM can draw inspiration out of.

For example, the Olympos Twelve are considered to be the strongest group of Digimon in the Iliad Server; and knowing that information, while a GM may decide that their game doesn't take place in the Iliad Server, they can use the Olympos Twelve as prominent figures in their game-- whether that means they're allied to the players, enemies of the players, or even partnered to the players.

# 6.06 - Opposed Rolls

When your players suddenly want to make a roll against a Digimon or Human's stat, or maybe even against another Player Character (the latter scenario is generally something you want to avoid for one reason or another, but if the situation arises, it's best to be prepared) you, as a GM, need to make an informed decision on which stats both characters roll. **Whoever rolls higher is decided as the winner of the clash.**

Generally speaking, if it's a straight clash of power, such as a contest to see who can lift the heaviest object or who can grab an object faster, the same stat of, using both examples, **Body + Feats of Strength** (or in the case of a Digimon, simply CPU), or **Agility** in the latter example. However, sometimes it's best for two Stats to be different.

For example, if one character is trying to be sneaky and steal an object, but another is attempting to spot them before it's too late, the former would probably roll **Agility + Stealth** (RAM on Digimon), while the other would roll **Willpower + Perception** (BIT on Digimon).

This takes a bit of interpretation on the GM's part, and is generally scenario-based, but there's a few things which could be give or take constant. In the end, it is your job as the GM to make sure things all make sense roll-wise. But to help things along, this short list of scenarios and rolls should be a good starting point.

One Character is attempting to distract another from noticing the party with a lively dance, so that they may sneak around unnoticed. This one is tricky, as it'd require two rolls, one for the distraction success, and another for sneaking around.

- First would probably be a **Charisma + Perform** (RAM on Digimon) roll vs a **Willpower + Decipher Intent** roll (BIT on Digimon).

- Second would presumably be an **Agility + Stealth** (RAM on Digimon) roll, with an opposed **Willpower + Perception** (BIT on Digimon) roll.

One Character is attempting to convince another to do what they want. This one is a bit tricky, and depends on how precisely they go about it.

If they're trying to appeal to their sense of decency, that would presumably be a roll of **Charisma + Persuade** (BIT on Digimon). If they're intending to lie and otherwise misdirect the target, that would be a **Charisma + Manipulate** (BIT on Digimon) roll.

The opposed roll would also change based on the scenario, if the former is used, one would oppose it with a flat **Willpower** check (or BIT with a Digimon). If they use the latter, a **Willpower + Decipher Intent** check seems to be more in order (BIT for Digimon once more).

Essentially, when two characters are making opposed rolls, there'll generally be an "Attacking" set, and then a "Defending" set. Consider the scenario first and foremost however, not every case falls in line with one of these cases.

Use your best judgement as a GM!

# 6.07 - Variant Rules

Sometimes, the basic rules don't work with your campaign; you need something special to set your game apart. Remember that while this book is great for the basic system, not every game runs the same way and you want it to stand out.

This is what Variant Rules are for! Feel free to make exceptions to these rules, special Qualities, or extras that will help make the game feel better for your group. A bigger list of suggested Variant Rules, will be included in another book.

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## 6.07a - Dual Partners

If a player wants to have two partners, it goes without saying that this can make a huge difference compared to the standard of having one partner. When you think of this format, the best point of comparison is how Digimon Adventure 02 handles its Jogress format, akin to how Stingmon and XVmon jogress to form Paildramon and evolve into Imperialdramon, or how Kiriha from Xros Wars xrosed MailBirddramon and Greymon to form MetalGreymon-- and going a step beyond to form ZekeGreymon.

There's many more options that both human and Digimon may have at their disposal, and as such, the recommended template if you (the GM) wants to allow for Dual Partners, is as so:

- **Keep in mind, this ruleset was made so that a Twin Tamer has two Digimon that are weaker than average to start, but they become strong towards mid-game and end game.**

  This trend continues with their Adult/Champion Level Stages, before it culminates in both Digimon Jogressing with one another to reach Perfect Ultimate.

- **Twin Digimon share Bonus DP, meaning players must choose which Digimon to invest DP in, over the other.**

  It requires a lot more bookkeeping for balancing's sake, because if they have twice the DP to allocate over their partners, the base format would pale in comparison.

Tamers with Dual Partners have the same four simple actions as Single Partner tamers, however-- the economy is set to three on their two Digimon, leaving the tamer with just one for that turn.

**Ergo, the Dual Partners have a split economy of 1 and 2, while the human partner has 1 action for themselves. They may direct both Digimon at the cost of their only action, but may not bolster.**

Additionally, if a player had 4 Bonus DP to allocate between their partners, 2 DP could go to each partner respectively, 1 DP and 3 DP could be distributed between them, or something more extreme like 0 DP could go to one Digimon, while the other gets all 4 points of Bonus DP. Regardless, the amount is distributed, and must stay within the limit provided.

Additionally, while two of each stage up to Adult / Champion must be made, only one of Perfect / Ultimate and Ultimate / Mega can be made using this ruleset.

As so, Digimon who are using The Dual Partner template are like so:

Baby I / Fresh: 5 DP
Baby II / In-Training: 15 DP
Child / Rookie: 20 DP
Adult / Champion: 30 DP
Perfect / Ultimate (Jogress): 70 DP
Ultimate / Mega (Jogress): 90 DP

**To address some concerns about this ruleset when using it in a game with a normal template, it's highly advised that you gate the Jogress between character development, or torment progress.** This incentivizes the player to positively develop their characters for the sake of being able to maintain the jogress, because it's more taxing to maintain than standard Evolution.

Notably, if a player manages to make the check to initiate Jogress (which is recommended as a Bravery Check - # of Unmarked Torment Boxes), they should have access to their Jogress for a limited time; if not that, then the player's Digimon should revert to their In-Training or Baby II stages for some time after.

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## 6.07b - Combination Attack - Special Action (Dual Partner Only)

A [Combination Attack] requires the entire Tamer and Twin Digimons' Action Economy. This can be evoked by Twin Tamers, as long as both Digimon are at / or below the Champion / Adult Level.

As a result, when declared, both Digimon subsequent attacks gain a combined total of their highest SPEC value to this attack in both Accuracy and Damage. Both your Digimon then roll their designated strongest move, respectively. They must target the same enemy, when evoking this action.

**There are three main stipulations:**

- The moves must be of the same classification of [Melee] or [Ranged].
- If AOE is evoked with this move, the AOEs must be overlaid with each other.
- If the evoked Combination Attack has [Charge Attack], the other has to have it as well.

This Action can only be evoked after two rounds of combat.

# 6.07c - Digi-Modify System

**One thing to stress about this variant ruleset is that everyone must be able to use cards in order for this to be balanced.** If only one person has it, it's not meant to be. A more complete Card Booster System will be in a separate splat book from this manual, if you're looking for something with more substance!

But if you're running a DDA Campaign with these rules, let's begin!

With this ruleset, players are allowed to create decks of Option Cards.

- Players are allowed to bring a maximum of 3 Option Cards to any battle. Therefore, they must choose wisely, and think about when to use these cards.
- Options Cards are cards that can boost a Digimon's stats temporarily.
- They can be used as Simple Actions on the Tamer's turn, or as Intercede Actions for the same cost.
- If a Tamer directs in the same turn, these cards can stack with Accuracy and Dodge type variants, only.
- Cards can either be bought, or obtained at the GM's Discretion. The Tamers already might start with these basic cards, even-- but rarer and more potent cards should only be handed out at the GM's discretion.

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Respectively, these are the types of Option Cards available:

**Attack Card** - When used, this card gives the Digimon a [Digimon's Stage Bonus + 1] Bonus to their Damage score for one attack.

**Sure-Hit Card** - When used, this card gives the Digimon a [Digimon's Stage Bonus + 1] Bonus to their Accuracy score for one attack.

**Reaction Card** - When used, this card gives the Digimon a [Digimon's Stage Bonus + 1] Bonus to their Dodge score against one attack.

**Defense Card** - When used, this card gives the Digimon a [Digimon's Stage Bonus + 1] Bonus to their Armor score against one attack.

**Healing Card** - The Digimon recovers [Digimon's Stage Bonus + 3] when this card is used.

**Movement Card** - The Digimon gains a [Specified Movement Type as established on this card] for one round.

# 6.07d - Player Inspiration

While inspiration is typically given out only by the GM, there are often moments where players wish they could reward one another for cool moments and interesting roleplay. Additionally, it can sometimes be hard to remember to give out inspiration as a GM, and since inspiration is such an important mechanic in DDA compared to other games, having a consistent source of inspiration can ease the burden on a GM who sometimes forgets to provide.

In a game using the Player Inspiration variant rule, there are set moments in which players can reward each other for their exploits throughout the day.

The most natural moment for this is at the end of each session, though if you're running a play-by-post or living world game without strict sessions another stable moment of reprieve should be picked (such as the end of each in-game day, whenever a group sets up camp, or whenever a players regroup back at base after a mission or adventure).

During these moments, which are called Inspiration Wrap-ups, each player is given a single free inspiration which they may give out to any other tamer of their choice. There are a few stipulations with this inspiration:

- The inspiration must be given to another player's character, it can not be kept for yourself.

- Each inspiration should be given with a reason. It does not have to be much, and simply stating "You were cool today!" is good enough, but it can be nice for each person to know why they are receiving the inspiration.

- Each player **must** give out their inspiration, it would be bad for morale to hold it hostage. Remember, it is not your character giving this inspiration, it is *you* as a player, so you don't need an in character justification.

- If the tamer you wish to inspire is at their inspiration cap, they do not receive bonus experience. Instead, they may take the inspiration you've given them and pass it along to someone else of their choosing.

- If all tamers are at inspiration cap, the remaining inspiration is lost. Even still, the players who were unable to give out any inspiration should still state who they would inspire given the chance, as it's good for party morale.

## 6.08 - Items

Tamers may use Items as a Complex Action, as shown before in the Standard Action section of combat. But what *are* Items?

Items, in general, are things that players can receive throughout their journey that may be helpful in a pinch. Keep in mind that this section is only limited by the scope of your creativity as a GM, but here are a few to get you started.

| Item Name | Effect |
|---|---|
| Recovery Floppy (S / M / L) | The Target Digimon recovers 5 / 7 / 10 Wound Boxes. |
| Eternal Ember | A pinion of flame from the originator of fire. Hot to the touch.<br><br>If used in battle, it summons a snowstorm that rains icicles, acting as a [Burst 10] Area Attack that inflicts [Poison 5] If it hits any intended targets (using the Digimon's Accuracy Score). This does no damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Fire] with a lasting duration of a day.<br><br>One-time use. |
| Indigo Pinwheel | A lovely bi-colored pinwheel that perpetually turns.<br><br>If used in Battle, a surge of wind occurs with an area of effect of [Burst 10]. This will [Knockback] all perceived enemies 5 meters away and deal 2 unalterable damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Wind] with a lasting duration of a day.<br><br>One-time use. |
| Primordial Spark | An orb of concentrated lightning. Tingly to the touch.<br><br>If used in battle, it summons a field of lightning that electrifies the ground, acting as a [Burst 10] Area Attack that inflicts [Paralysis 6] if it hits any intended targets (using the Digimon's Accuracy Score). This does no damage. |

| | |
|---|---|
| | Alternatively, it can be used to grant all associated allies [Naturewalk: Lightning] with a lasting duration of a day.<br><br>One-Time Use |
| Crystalline Ice | A hunk of crystalline ice that withstands all heat. Chilly to touch.<br><br>If used in battle, it summons a snowstorm that rains icicles, acting as a [Burst 10] Area Attack that inflicts [Immobilize 12] If it hits any intended targets (using the Digimon's Accuracy Score). This does no damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Ice] with a lasting duration of a day.<br><br>One-Time use. |
| Ancient Whorl | An orb of concentrated water essence that glimmers with life. It can do one of two effects:<br><br>If used in battle, it summons a torrent of water around the User in a [Burst 10] Area Attack that inflicts [Pull 12] if it hits any intended Targets (using the Digimon's Accuracy Score). This does no Damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Water] with a lasting duration of a day.<br><br>One-time use. |
| Compressed Sentiment | A hunk of earth with memories bygone compressed away.<br><br>If used in battle, it summons a violent quake around the User that pulls targets to the ground, acting as a a [Burst 10] Area Attack that inflicts [Knockback 12] if it hits any intended Targets on the ground (using the Digimon's Accuracy Score), knocking them upwards from the ground, and inflicts [Pull 12] on any intended Targets in the air, pulling them straight towards the ground. This does no Damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Earth] with a lasting duration of a day.<br><br>One-time use. |

| | |
|---|---|
| Glimmer of Light | A shard of light that never lost its shine. Warm to touch.<br><br>If used in battle, it summons a shimmering field of flashing lights around the User in a [Burst 10] Area Attack that inflicts [Distract 6] if it hits any intended Targets (using the Digimon's Accuracy Score). This does no Damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Light] with a lasting duration of a day.<br><br>One-time use. |
| Verdant Seed | A fist-sized seed pulsing with the essence of life.<br><br>If used in battle, it summons reaching vines and creeping brambles around the User in a [Burst 10] Area Attack that inflicts [Weaken 6] if it hits any intended Targets (using the Digimon's Accuracy Score). This does no Damage.<br><br>Alternatively, it can be used to grant all associated allies [Naturewalk: Wood] with a lasting duration of a day.<br><br>One-time use. |

## 6.09 - Building Encounters

While some situations can be solved through non-violence, when it comes to brass tacks and your players decide to throw hands, building encounters for multiple people can get kind of tricky. If you build an enemy with a base pool, under the same restrictions as your players, with overwhelming numbers and certain combinations, it can be difficult at times to give them combat encounters that can give them a run for their money.

While this is no means an “end all”, here are some things to keep in mind towards building enemy Digimon:

### 6.09a - Stat Par

Previously in Section 3.01a - Build Guidelines, it was established that builds have different states, depicting whether they’re Stat-Heavy or Quality-Heavy, or in a potential in-between. Knowing this also comes in handy for building.

For easy recap, these are the potential templates that your players might derive from:

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| | | |
|---|---|---|
| **In-Training / Child (15 DP)** | **Champion / Adult (40 DP)** | **Mega / Ultimate (70 DP)** |
| SH: 10 Stats / 5 Qualities<br>QH: 5 Stats / 10 Qualities | SH: 30 Stats / 10 Qualities<br>QH: 25 Stats / 15 Qualities | SH: 50 Stats / 20 Qualities<br>QH: 45 Stats / 25 Qualities |
| **Rookie / Child (25 DP)** | **Ultimate / Perfect (55 DP)** | **Ultra / S. Ultimate (85 DP)** |
| SH: 20 Stats / 5 Qualities<br>QH: 15 Stats / 10 Qualities | SH: 40 Stats / 15 Qualities<br>QH: 35 Stats / 20 Qualities | SH: 60 Stats / 25 Qualities<br>QH: 55 Stats / 30 Qualities |

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So, with the player Templates in mind, how does GM building work? Essentially, you’ll be taking the base pools of each stage, and dividing them by 5, evenly, across every stat. Afterwards, you can take the amount of points you would spend into Qualities normally, and apply it, but the general idea is that all base encounters should have a blanket +2 to each stat, unless you choose to skew the distribution.

In short, the base templates for encounters should look something like this:

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**Rookie / Child (35 DP)**

SH: 30 Stats / 5 Qualities
QH: 20 Stats / 10 Qualities

**Champion / Adult (50 DP)**

SH: 40 Stats / 10 Qualities
QH: 35 Stats / 15 Qualities

**Ultimate / Perfect (65 DP)**

SH: 50 Stats / 15 Qualities
QH: 45 Stats / 20 Qualities

**Mega / Ultimate (80 DP)**

SH: 60 Stats / 20 Qualities
QH: 55 Stats / 25 Qualities

**Ultra / S. Ultimate (95 DP)**

SH: 70 Stats / 25 Qualities
QH: 65 Stats / 30 Qualities

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Now, in order to accommodate for Bonus DP that's given throughout the campaign, you would give the same amount of Bonus DP (if not less or more) to the encounter Digimon, depending on how you want the feel of the encounter to go.

You can allocate this Bonus DP however you would like, but here's some general advice:

- If you ever find yourself wondering how to judge your party's current Stat Par, take the amount of Bonus DP that's been given to them and that has been allocated into stats, and divide it by 5 (or just evenly distribute the numbers across all stats.) That would give you an idea of where certain party members should be at in terms of stats, when facing encounters.

- **If you're going to give a Digimon Encounter Bonus DP, consider investing mostly into stats.**

- It's preferred to give enemies high Health / Wound Box Pools. Health can always be whittled down over time.

- Do not give Enemies high Dodge Pools or egregiously high Armor unless the party has some way of dealing with either of those things. If not, giving them high Health, as stated prior, is preferred.

- **Do keep in mind that you don't need to spend up to all the suggested amounts in Qualities, as the more Qualities an encounter Digimon has, the more dangerous the encounter will be.** The Quality Point totals in the suggested templates are effective limits-- and spending any more than that could be devastating.

## 6.09b - Party Considerations

If the previous topic was a little bit hard to stomach, you can try this kind of breakdown:

- **Any Enemy Digimon that your party is up against should be equipped with an adequate amount of Bonus DP (whether it's x1.5, x2, or x3) of what your party's given "baseline" is.**

For example, if four players have a Bonus DP pool of 5, and they're against what you intend to be a strong enemy (not necessarily a boss), if all of them have access to Champion, you're effectively putting a singular enemy against a combined total pool of 180 DP.

Respectively, each Digimon would have 45 DP each, and an action economy of 4 to 1-- with every Digimon getting two actions (not counting their human character's action pool).

- **To combat this, a good rule of thumb is to give the opponent a large health pool and above average stats, or to give them multiple spots in the Turn order.**

If the Digimon they're up against is a stage higher (in this example, a Perfect/Ultimate-Level Digimon with a base pool of 55), it's a good idea to give their enemy an additional 10 DP. Even if you don't want to give them multiple actions, while still outnumbered by the party, 65 DP is still a considerable pool above a singular pool of 45.

Additionally, if a base Adult/Champion-Level Digimon is expected to have 12 Wound Boxes, and the next stage is expected to have 14-15 Wound Boxes, the opponent in question should have anywhere from 20-25 Wound Boxes to make up the difference.

- **Specifically, with how base DP Pools work, every 15 DP is considered to be a stage higher than the base stage.**

So, an Ultimate-Level Digimon with 65 DP, effectively has 20 more DP than all participating parties, making it only 5 DP away from being a technical Ultimate/Mega-Level Digimon. This might not seem like a lot against a combined total of 180 DP, but when equipped with Area Attacks and an assortment of other qualities, it's an incredible difference.

On that note, while this section has gone on at length about how to make a really strong single enemy, let's talk about groups.

- **When facing multiple enemies, it's perfectly normal and within expectancy to make them weaker than average to make up for the sheer amount of numbers.** This can be

done by either giving them below average Armor or Health scores, while maintaining their strength/par in other stats.

- One method of spiking battles is implementing a Summoner Build in an enemy, because summoner minions will always have stats that are below, but reasonably dangerous under the right conditions.

  Minions in particular (not counting Specialized Summoning) are good at shredding Dodge Pools, so even Digimon with Absolute Evasion might experience difficulty.

Another thing to keep into consideration is what human player characters can do while their companions are in the fray.

- If there is an objective to accomplish, you might deign fit to target human characters to raise the stakes and essentially gamble that your player's Digimon will intercede for them.

- Other times, you might have it so humans must do a certain thing in order to weaken the boss (i.e., making a specific Called Shot, or uploading a virus into a mainframe to slow down their target via an appropriate skill check of some kind.)

- Additionally, having enemies targeting humans is a good source of narrative drama, but be careful not to do so too much, as it might lead to dissension or certain feelings to build up out of character.

- On the other hand, as mentioned before in the Interceding section, it could be a great tool to show that the character in question is ready for the next step through an act of self-sacrifice, but it's up to the GM's discretion and a case-by-case basis as to whether a person is "ready" for the next stage of evolution, and it's important to not make it appear forced.

Once again, DDA is a narrative-based game, where combat should be enriching, but not the main selling point. Similarly, for that reason, you should not go out of your way to deliberately attack your players' human characters unless it fits within the narrative. Here are some questions worth asking towards that purpose:

- Is the enemy that your players are fighting a comedic goofball that wants to just play rough with their Digimon?
- Is the enemy they're fighting just a Digimon that doesn't know their own strength?
- Are they villains that would single out the weakest link and manipulate them emotionally?
- Are they the type of enemy that would attack children deliberately?

On the topic of enriching fights, other useful tools that can spice up a Boss Fight are none other than **Boss Qualities (Section 6.11)**.

Essentially, Boss Qualities are reserved for the GMs, and are here to be used at their discretion. These abilities are granted to you as devices to give yourself an edge, or to be used as a storytelling device-- which takes us to our next section.

# 6.10 - Boss Battles

A big part of any campaign is a point where the party is no longer up against a few easy-to-beat random Digimon, or just wandering around the Digital World: they're up against something a bit more difficult to take down, a big, scary boss which is meant to make them think instead of just rushing into a fight.

There are several options to consider when creating a boss encounter, and each one has its merits, but also some downsides associated with them. Be sure to think about what your campaign needs.

## Option 1: Big Scary DP Pool

**This option should favor a very bulky enemy, who sports a DP Pool between 10% and 100% greater than the average party member's.** This enemy probably cannot hit very hard, but it's got enough Wound Boxes and Armor to more than make up for the fact. This can create an enemy that can really drag out a fight, but you have to be careful granting it too much or too little DP. Keep in mind, as a single enemy, a party's Action pools will eventually be able to overwhelm it.

## Option 2: Boss Template

**This option favors a single enemy who is supposed to be a challenge for a whole group of players at once.**

- The Boss Template is applied by granting the Boss an additional Turn and Wound Box Pool per player.

- Each player is assigned one of the pools, and essentially fights the boss on their own, as does the rest of the group. This greatly helps negate the downside of the players large pool of Actions overwhelming the boss.

For example, Player 1 is paired up with Pool 1, and Player 2 is paired up with Pool 2. Anything that Player 1 does to the boss will only affect Pool 1 until Pool 1 is depleted entirely. Essentially consider it a number of separate Digimon who occupy the same space at the same time.

The major downside of this option, however, is that the boss can only be so many places at once and has to either dedicate itself to being ranged, attacking a single enemy, or to using up a lot of actions moving around the field.

### Option 3: Tag Team Boss

This option essentially has you create a number of Digimon on-par with the party in equal numbers. This allows you to create enemies who are designed to specifically slow down if not stop the team entirely in their tracks. This works similarly to the Boss Template, however any player is free to attack any enemy at a given time.

Furthermore, this is one of the more time consuming encounters to create, due to the requirement of making at least one Digimon per player.

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# 6.11 - Boss Qualities

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Essentially, Boss Qualities are reserved for the GMs, and are here to be used at their discretion. These abilities are granted to you as devices to give yourself an edge, or to be used as a storytelling device.

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## 6.11a - Static Qualities

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### Adaptive Intelligence [S]

**(3 DP)**

The Digimon gains a stacking +2 bonus to dodging attacks that it has already seen for every time it has seen said Attack. That includes being in the blast of an [Area] Tagged Attack. Keep track of which Attacks the party has used as such.

Some Boss Digimon with this Quality may keep close tabs on the party to make themselves untouchable once combat actually starts.

### Alternative Energy [S]

**(2 DP per Rank)**

For each Rank of Alternative Energy that a Digimon takes, choose a Quality, Mechanic, or Effect Tag that the Digimon has access to. If that Quality or Effect Tag uses the Digimon's BIT Value, CPU Value, or RAM Value, it may now choose another Value to use in its place. Multipliers to said Values remain the same based on the Quality or Effect chosen.

## Finesse [S]

**(1 DP per Rank)**

For each Rank a Digimon has in Finesse, they may ignore up to that many points of Armor when Attacking and that many points of Damage when being attacked. Digimon with Finesse are exceptionally clever and know how to hit or be hit in a way that is most beneficial to them. This is applied to all Attacks the Digimon has, and stacks with Armor Piercing Ranks.

## Immunity [S]

**(3 DP | Prerequisite: Resistant, Rank 3)**

Any Effects that would target this Digimon have no Duration or Potency.

## Juggernaut [S]

**(3 DP)**

At the beginning of each Round of Combat, choose a Stat randomly by rolling 1D6 (1: Health, 2: Accuracy, 3: Damage, 4: Dodge, 5: Armor, 6: Choose). The Digimon gains a +2 bonus to the Stat for the rest of Combat. This bonus stacks with each round.

## Memory Upgrade [S]

**(2 DP per Rank)**

For each Rank a Digimon has in Memory Upgrade, it gains an additional Attack that it can use. You must still choose whether the Attack is [Ranged] [Melee] [Damage], [Effect], or has any [Area] tags or otherwise as is normal when building an Attack on a Digimon.

## Multigrappler [S]

**(3 DP)**

The Digimon is capable of Clashing with multiple enemies at once. If it also has the Reach Quality, it may Clash at Range with 1 target without taking any penalties.

## Natural Warp Evolver [S]

**(3 DP)**

The Digimon may naturally Evolve straight to its highest form without any outside assistance from a Tamer, usually jumping from Rookie to Ultimate or higher, bypassing at least one stage.

However, if the Digimon Evolves through its stages one at a time, going from Rookie to Champion to Ultimate to Mega to Ultra, it gains Bonus DP as if it had Jogressed (5 Bonus DP Per Stage.).

If one stage past the In-Training Stage has Natural Warp Evolver, all Stages must sport this Quality, otherwise it has no effect.

## Overclocked [S]

**(3 DP per Rank, up to 2 Ranks)**

**Rank 1:** Each of the Digimon's Derived Stats improve at a rate equal to the Base Bonus plus a single Stat that would normally improve the Derived Stat (for example with Body you could choose Armor, Damage, or Health) instead of the normal formula. This means that Brains would improve at a rate equal to the Digimon's Stage Bonus+Accuracy instead of the normal Accuracy/2.

**Rank 2:** Each of the Digimon's Derived Stats improve at a rate equal to the Base Bonus plus a single Stat times two.

## Phasing [S]

**(3 DP)**

The Digimon gains the ability to move through solid objects and use [Melee] Attacks through them to hit whatever is on the other side. However, solid objects are considered Difficult Terrain for the purposes of calculating speed, and the targets get a bonus to their Dodge equal to their RAM value to avoid Attacks which go through these objects, as the user cannot fully see them.

## Pure Rage [S]

**(3 DP | Prerequisite: Berserker)**

The Digimon's Rage Meter no longer has a cap on how many points of Rage it may have at a time, and adds to the Digimon's Accuracy and Dodge as well instead of just Damage and Armor.

## Skill Monkey [S]

**(2 DP per Rank)**

For each Rank the user has in the Skill Monkey Quality they may take an additional Data Optimization or Specialization. The Data Optimization or Specialization must still be purchased with DP the same way their first one was.

## Spatial Distortion [S]

**(3 DP)**

A Digimon with this Quality does not follow the rules of Range when making Attacks (it may make Melee Attacks at any range it wishes, and suffers no penalties for making Ranged Attacks due to distance. The Digimon still requires line of sight to hit the opponent.

## Suppression [S]

**(3 DP per Rank, up to 3 Ranks)**

For each Rank in this Quality, choose a type of Quality (Trigger/T, Static/S, or Attack/A.) Digimon within the Burst Radius of the user of Suppression cannot benefit from, or activate Qualities of the chosen type.

Digimon caught in the user's radius may make a Brains check vs the user's Brains+2 in order to throw off the Suppression. If the user throws off the Suppression, it may not be affected by Suppression for the rest of the encounter. However, if they fail the check, they are still considered Suppressed for the rest of the Encounter and cannot roll again.

## True Sight [S]

**(3 DP)**

The Digimon gains the ability to see through solid objects. If the Digimon has Phasing, targets on the other side of a solid object no longer get a bonus to their Dodge.

## Ultimate Force [S, T]

**(2 DP) | Prerequisite: Weapon Rank 1 or Instinct Rank 1, Mega Level***

The Digimon has an understanding of what true power is and what it means to possess it, having reached the pinnacle of its existence. This Digimon may possess a single rank of the following qualities: **Digizoid Weaponry, Digizoid Armor, and Gain Force**.

## Unlimited Power [S]

**(3 DP)**

The Digimon may now purchase Qualities as if they all stated "X DP Per Rank", where X is the base cost of the Quality. This means that the Digimon may purchase Qualities over and over without regard to Rank. Additionally, the Digimon does not have to meet any prerequisites for Qualities.

# 6.11b - Trigger Qualities

## Chain Counter [T, A]

**(2 DP) | Prerequisite: Counterattack**

When the boss renders a Player Character Digimon unconscious through the use of Counterattack or Counterblow, they retain their use of either of the aforementioned qualities.

## Mass Destruction [T, A]

**(1 DP) | Prerequisite: Chain Counter**

When the boss destroys a summoned minion through the use of Counterattack or Counterblow, they retain their use of either of the aforementioned qualities.

## Data Absorb [T]

**(3 DP | Prerequisite: Trojan)**

As a Simple Action, a Digimon may activate or deactivate this Quality. While this Quality is active, the Digimon's Movement Speed is reduced to 0, and the Digimon heals itself for its BIT Value x2 at the end of each Round. The Digimon may increase this bonus by an additional step (BIT Value x4, BIT Value x6) by forfeiting an extra Simple Action during its Turn.

## Disarm [T, A]

**(2 DP per Rank)**

Choose an Attack. It now has the [Disarm] tag. If an Attack with the [Disarm] tag hits and deals at least 2 damage, the target no longer gets benefits from the Weapon Quality or associated Qualities. It may still use the Attacks, but no longer gets the benefits from Weapon, Digizoid Weaponry, etc.

## Gravity [T]

**(3 DP)**

As a Simple Action, the Boss may impose the [Gravity] effect. All afflicted Digimon within the attacker's Burst Radius lose access to their Extra Movement (as it will be disabled for as long as they remain within the Boss's Burst Radius). **If Advanced Mobility of their preferred movement type was purchased, they lose access to that instead, and keep their Extra Movement.**

If a Digimon with Extra Movement: Flight or Extra Movement: Wallclimber would be hit with [Gravity], they suffer damage as per falling rules and cannot fly / climb walls.

## Omnipotent Summoning [T]

**(3 DP, 2 Ranks) | Prerequisite: Summoner, Specialized Summoning**

For every rank, the Digimon may take another type of Specialized Summoning. At two ranks, they may have all three types described in Specialized Summoning. **Please note, that this convention remains the same and they cannot summon a super minion with the abilities of all three.**

## Smite [T, A]

**(3 DP per Rank)**

If the Digimon would miss with an Attack with the [Smite] tag, it instead only deals half the Damage it would normally deal to the target(s).

## Superior Domain [T]

**(2 DP) | Prerequisite: Element Master**

The Digimon is capable of applying two effects at the same time to their Domain Control. Alternatively, taking this quality amplifies the effect of a singular taken domain (which cannot be contested) as so:

**Treacherous Fire**: Terrain is considered difficult to traverse, and those within the Elemental Master's Burst Radius suffer from **[Poison]** for the full amount of the Domain Controller's BIT Score.

**Volatile Element**: The full extent of the Boss's BIT score is calculated when considering the [Exploit] Effect of the Domain. I.e., if the effect was originally halved from a BIT Score of 6 into 3, [Exploit]'s effect is now counted as the full 6.

**Shadow Vale**: The Domain Controller is treated as if they have a free usage of **[Sneak Attack]** while in their Domain, even if they already possess it. In spite of this, the Domain Controller is still required to roll Stealth and succeed against Player Perception.

**Sapping Strength**: At the beginning of the round, roll 1d6 once for as many targets up to your BIT Score. On a success roll of 5 or higher, **[Lifesteal]** is inflicted, siphoning / draining 1 Wound Box from all targets. This roll gains a passive +1.

**Gusty Garden**: The **[Knockback]** effect attached to this domain is counted as CPUx2. If the Digimon who enter the domain who suffer from its **[Knockback]** effect are pushed to the outside perimeter of the Domain, they take 2 unalterable damage.

**Cleansing Mist**: All **[Effects]** except for the Domain Controller's are rendered invalid. The Domain Controller additionally gains a +1 to their Accuracy for every Effect that was negated within Domain Control.

**Rejuvenating Light**: The Domain Controller cannot be affected by **[Blind]**, nor can a [Sneak Attack] be initiated on them. Additionally, only the Domain Controller benefits from the field's **[Regenerate]** effect.

**Thunder Justice**: At the beginning of the round, roll 1d6 once for as many targets up to your BIT Score. On a success roll of 5 or higher, **[Paralysis]** is inflicted for the duration of that turn, in addition to a Movement debuff of the same potency as **[Paralysis]**. This roll gains a passive +1 for each die. This cannot be affected by Huge Power or Overkill.

**Natural Limitation**: Only Minions that the Boss summons may exist. All foreign minions are immediately dispelled and cannot be resummoned.

**DG Dimension (v.2):** The static check at the very beginning is given a +2. If it would go over 6 with the modifier, it is counted as 6.

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## Time Control [T]

**(3 DP)**

If the Digimon would be defeated or knocked out during a fight due to their Wound Boxes reaching 0, negate the effects of the attack that reduced them to 0, and give them a number of additional Wound Boxes equal to their Stage Bonus. The Digimon also regains the use of all Qualities which can only be spent a certain number of times per Scene.

After this Quality is activated, it cannot be activated again until the start of the next combat. After this Quality is activated, the user gains a bonus to all of its stats equal to its BIT value for the rest of the fight.

### Tormentor [T]

**(3 DP)**

The Digimon may force all participants who are able to make a Torment Check as a Simple Action once per combat. If an opponent fails the check, the Digimon gains a +2 bonus to all Stats for the remainder of the encounter. This bonus stacks with each failure, to a maximum of the number of participants that made a Torment Check.

### Weapons Expert [T]

**(3 DP | Prerequisite: Weapon Rank 3)**

Whenever the Digimon uses a [Weapon] tagged Attack, it may add a Value of its choice (CPU, RAM, BIT) to the damage and accuracy dealt. Additionally, the Digimon may purchase as many Ranks of Weapon as it wishes to, instead of just three.

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# 6.11c - Boss Attack Effects

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**(2-3 DP) | Prerequisite: None**

As these qualities suggest, these qualities are tools and are exclusive for Boss Tier Digimon to use at their disposal. Please note, that certain parts of these mechanics may be omitted for the sake of gameplay flow and brevity. Boss Effects, first and foremost should be used as a way to hinder the players, but not render them completely useless.

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### Bug (2 DP) [N]

When a Digimon is afflicted with Bug, their SPEC values are targeted and swapped around, following this convention:

- BIT becomes RAM
- RAM becomes CPU
- CPU becomes BIT

Therefore, if a Digimon has a BIT score of 5, a CPU of 4, and a RAM score of 6, once bugged, the values are then treated as a BIT score of 4, a CPU of 6, and a RAM score of 5.

### Charm [N] (3 DP) [N]

The user takes control of the target's actions for the duration of this Effect. However, for the duration of the Effect, the user must use 2 Simple Actions per round in order to maintain concentration.

- Charm CAN be applied to [Area Attacks]. **However, only one target may be charmed at a time.** If the Effect successfully activates on multiple Digimon, the Charmer can pick one Digimon of their choice to take control over. The Charmed Target then gains a blanket +2 DP to all stats.

- The Controller, at the cost of one of their actions, can force the controlled Digimon to intercede for them.

- Once a target has been Charmed, it cannot be Charmed again by the same source until combat ends. Additionally, if the Charmed target would be hit by the user's allies, the effect ends.

- The Charmed target is still treated as if they are of the same allegiance for the purposes of Qualities which affect allies or enemies.

- A Digimon's Human Partner can contest the charm by rolling 3d6+Willpower or 3d6+Charisma (dependent on whatever stat is higher), with the TN being the Digimon Partner's Brains score. If the human makes the check, the Digimon is no longer Charmed.

- **[Charm] does not remove the effect of Overwrite, but does allow you to control said target**.

### Demoralize (3 DP) [N]

This effect can only target humans. It cannot do damage. When using an attack with [Demoralize], the GM must select a Single Attribute* to be targeted, which is the only value that may go down for the encounter as a whole. When a Human is hit by this effect, the following occurs:

- **The Tamer's selected Attribute decreases by 1 for the remainder of the battle.**

- **If the human had any Special Orders associated with that Attribute, they do not have access to them. A Tamer's Attributes cannot go below 1.**

This effect may only be used Once Per Round, even if the Boss possesses multiple spots on the turn order. *An alternative ruling is that the Tamer's Favored Attribute goes down, rather than just the Single Attribute that GM selected.

### Frenzy (2 DP) [N]

All afflicted Digimon gain a Damage Buff of the user's [BIT ½].

**Afflicted Digimon can no longer be affected by any Directs or a majority of their Special Orders.** If there are applicable passive Special Orders, however, they still apply.

That said, your Digimon has a compulsion to attack, and must make ONE attack every turn for the duration of this effect, before the human character can make any actions.

The human must make a Charisma Check to their Digimon (with a TN being the Digimon's Brains Score+Stage Bonus*) in order for the Digimon to attack the target of their choice. If the player fails the check, the Digimon will randomly attack one of the other Digimon on the turn initiative by rolling 1d [Turn Initiative Count].

**The only way to be rid of [Frenzy] is as a result of these three things:**

- If a Tamer issues the Special Order [Tough it Out!]
- If [Cleanse/Purify] is used.
- If the Duration reaches its end.

**[Frenzy] has a max duration of 3 turns.** *If [Frenzy] is used on a Digimon that is below the Ultimate/Mega Stage, they gain their Stage Bonus to the TN.

### Tank Buster (3 DP) [N]

Label one of the Digimon's Attacks with a [Tank Buster] Tag. An Attack tagged with this Effect cannot be used at the beginning of combat, and can only when a Boss's Wound Box Pool reaches (below or equal to) thresholds of 75%, 50%, and 25%. When the attack with [Tank Buster] is used, the target's Armor is treated as if it were halved, and if it does more than 4 damage, it inflicts a secondary effect of [Stun].

**The [Tank Buster] tag cannot be used in tandem with the following tags:**

- [Signature Move]
- [Counterattack]
- [Counterblow]
- [Hazard]
- [Armor Piercing]
- [Certain Strike

# 7.0 - Closing Statement

Back in 2015, I found DDA for the first time. It was my first time playing a Tabletop System, and what a ride it was; I have never regretted it. I never thought that I would eventually be the one to take the reigns of the system, either… but here I am. But more importantly, *you* made it here, and thanks for that!

My thanks goes to Digimon Emperor, who was the original creator of this system, and to everyone who worked alongside them. I can only hope that I've done your system justice and given it the love it deserves. I would also like to extend this to TM93, who has always helped me as a friend and as a fellow advocate of DDA with playtesting, number crunching, and helping me hit my stride.

To the many players of DDA and GMs, who have been waiting for this edition: Whether you're a new player or a person who's stuck with DDA since the very beginning, or a GM who has tirelessly worked to give your players a glimpse into a neverending dream that all makes us love the Digimon Franchise as a whole, you have my heartfelt gratitude.

To my friends, I'm ever-thankful that it was this system that brought us together. I hope DDA will always be here to welcome you back into that amazing world where we all first met.

It's my earnest hope you all can have as wonderful adventures as I have since discovering DDA.

Thank you for taking the time to read this.

It's your turn to chase that endless dream.

- RKD (@Alycoris)

*Digimon is not owned by myself. This is a free, non-profit roleplaying system made for fans, by fans.*

# 8.0 - Credits

### System Devs

Digimon Emperor (Start - v.8)
TM93 (v.9 - v.13)
RKD (v.14 + Illustrations)

### V.14 Playtesters and Contributors

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its d
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KaijinZero
Koru
Kota1908
*Kranic (for the v1.4 Sheet)*
MisterMike1997
Moochick
Oxygon
Scabby
SgtFinnish
SirTidehunterThe2nd
Sylphendia
TeaWrex
TintedPhOx
Tomotactics
Wheatley
Vaskritaya
ZeroHeart10
Zepavil

### Spanish Translation Team

Facu and SilverVax

### Special Thanks to the Digimon Franchise, Bandai, and Toei

… And to you, the person who's reading this!